



ALL WAR AT SEA CARDS



Includes:

War At Sea (set 1)
Task Force (set 2)
Flank Speed (set 3)
New Starter
Condition Zebra (set 4)
Fleet Command (set 5)
Surface Action (set 6)
First Strike (Team Poseidon)
Infamy (Team Neptune)



AUSTRALIA

HMAS CANBERRA 15

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	9	9	8	7
B	5	—	—	—
A	2	2	1	—

ARMOR 3 VITAL ARMOR 9 HULL POINTS 3

Flagship 1
AA Veteran — Once per game, this unit may reroll one Anti-air attack.
Uniquely Tough — Bomb attacks can't destroy this unit. This unit can't lose its last hull point to a Bomb attack, and Bomb attacks that equal or exceed this unit's vital armor cripple it instead.

1/64 ★

HMAS AUSTRALIA 12

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	9	9	8	7
B	6	—	—	—
A	—	—	—	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Flagship 1
AA Veteran — Once per game, this unit may reroll one Anti-air attack.
Uniquely Tough — Bomb attacks can't destroy this unit. This unit can't lose its last hull point to a Bomb attack, and Bomb attacks that equal or exceed this unit's vital armor cripple it instead.

1/39 ★

HMAS SYDNEY 14

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	7	7	6	5
B	6	—	—	—
A	2	2	1	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Raider Hunter — This unit rolls one extra attack die when making Gunnery attacks against Cruisers and Auxiliary units.

2/64 ♦

HMAS PERTH 12

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	7	7	6	5
B	4	4	3	—
A	6	—	—	—
U	2	2	1	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Evade Bombs — Once per game, when this unit is the target of a Bomb attack, you may roll a die. On a 4 or higher, the Bomb attack misses.
Cruiser Hunter — This unit rolls one extra attack die when making Main Gunnery attacks against Cruisers.

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HMAS NIZAM 8

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
B	5	—	—	—
A	5	—	—	—
U	2	2	1	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Lay Smoke Screen — Instead of attacking during your Surface Attack step, this unit can make a local smoke screen. Units in a sector with a smoke screen have concealment. A smoke screen blocks line of sight through its sector. Remove the smoke screen at the end of the next turn.
Destroyer Hunter — This unit rolls one extra die when making Gunnery attacks against enemy Destroyers.

1/8

HMAS ARUNTA 7

SHIP — DESTROYER 1942

SPEED — 2

ATTACKS	0	1	2	3
M	6	5	5	—
B	5	—	—	—
A	5	—	—	—
U	1	1	1	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Close Escort — The sector this unit is in can contain three friendly Ships instead of two.
Sub Hunter — At the end of the second player's Sea Movement phase, you may place this unit in an adjacent sector that contains an enemy Submarine.

1/60 ●

HMAS VAMPIRE 6

SHIP — DESTROYER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	4	3	3	—
B	4	—	—	—
A	5	—	—	—
U	2	1	1	—

ARMOR 1 VITAL ARMOR 5 HULL POINTS 2

Guard the Convoy — While this unit is in the same sector as a friendly Auxiliary unit, enemy units can't attack that Auxiliary unit until this unit has been attacked at least once in the same phase.
Tobruk Ferry Service — At the end of a turn, if this unit is adjacent to a coast or island on your opponent's side of the map, score 2 victory points. After scoring those victory points, if this unit is in your ship deployment area at the end of a turn, score an additional 2 victory points. You can score each award only once per game.

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DAP BEAUFORT Mk. VIII 8

AIRCRAFT — PATROL BOMBER 1941

SPEED — A

ATTACKS	0	1	2	3
B	6	—	—	—
A	2	—	—	—
U	2	—	—	—

ARMOR 4 VITAL ARMOR 7 HULL POINTS 1

Night Bomber — This unit ignores darkness attack penalties when making Bomb attacks.
Synchronized Attack — While this unit is in the same sector as a friendly strafing Fighter, it rolls one extra attack die when making Bomb attacks.
Light Defensive Armament — Whenever an enemy Fighter attacks this unit during the Air Defense phase, this unit gets +1 armor this turn.

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A-29 KITTYHAWK 5

AIRCRAFT — FIGHTER 1942

SPEED — A

ATTACKS	0	1	2	3
B	2	—	—	—
A	7	—	—	—

ARMOR 6 VITAL ARMOR 8 HULL POINTS 1

Land Fighter — This unit can't be based on a Carrier, and it can't benefit from the Expert Dogfighter bonus.
Raider — This unit rolls one extra attack die when making Gunnery attacks against Destroyers and Auxiliary units.
Rugged — When an enemy unit rolls successes against this unit exactly equal to its vital armor and would destroy it, roll a die. On a 4 or higher, abort this unit instead.
Escort — If this unit is in the same sector as a friendly Bomber, enemy Fighters get -1 on each attack die when making Anti-air attacks against that Bomber.

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HMCS UGANDA

SHIP — CRUISER 1944

SPEED — 2

ATTACKS	0	1	2	3
M	8	7	7	6
T	4	4	3	—
S	7	—	—	—
A	2	2	1	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Flagship 1

Early Warning Radar — Each friendly unit in this unit's sector or sectors adjacent to this unit rolls one extra attack die when making Anti-air attacks during the first turn of the game.

1/40

HMCS ALGONQUIN

SHIP — DESTROYER 1944

SPEED — 2

ATTACKS	0	1	2	3
M	4	3	3	—
T	5	—	—	—
S	6	—	—	—
A	2	2	1	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Sub Hunter — At the end of the second player's Sea Movement step, you may place this unit in an adjacent sector that contains an enemy Submarine.

Bad Weather Fighter — Whenever you make a concealment roll for this unit, add +1 to the roll.

Lay Smoke Screen — Instead of attacking during your Surface Attack step, this unit can make a local smoke screen. Units in a sector with a smoke screen have concealment. A smoke screen blocks line of sight through its sector. Remove the smoke screen at the end of the next turn.

1/40

HMCS ST. LAURENT

SHIP — DESTROYER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
T	4	—	—	—
S	5	—	—	—
A	2	1	1	—

ARMOR 2 VITAL ARMOR 6 HULL POINTS 2

ASW Pinpointer — Ships roll one extra attack die when making ASW attacks against any submarine this unit attacks this turn.

Rescue Operations — Once per game, instead of attacking during your Surface Attack step, this unit can perform a rescue mission if it's in a sector where a friendly Ship was destroyed. Score 3 victory points at the end of the turn.

2/39

HMCS HAIDA

SHIP — DESTROYER 1942

SPEED — 2

ATTACKS	0	1	2	3
M	6	5	5	—
T	5	—	—	—
S	5	—	—	—
A	1	1	1	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Sub Hunter — At the end of the second player's Sea Movement phase, you may place this unit in an adjacent sector that contains an enemy Submarine.

Destroyer Hunter — This unit rolls one extra die when making Gunnery attacks against enemy Destroyers.

2/60

HMCS SACKVILLE

SHIP — DESTROYER 1940

SPEED — 1

ATTACKS	0	1	2	3
M	2	2	1	—
T	3	—	—	—
S	4	—	—	—

ARMOR 1 VITAL ARMOR 4 HULL POINTS 2

Sub Hunter — At the end of the second player's Sea Movement phase, you may place this unit in an adjacent sector that contains an enemy Submarine.

Guard the Convoy — While this unit is in the same sector as a friendly Auxiliary unit, enemy units can't attack that Auxiliary unit until this unit has been attacked at least once in the same phase.

1/40

HMCS PRINCE DAVID

SHIP — AUXILIARY 1940

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	2
T	4	—	—	—
S	2	—	—	—

ARMOR 2 VITAL ARMOR 8 HULL POINTS 3

Slow 2 — At the beginning of your Sea Movement phase, roll a die. On a 2 or less, this unit gets -1 speed this turn.

Limited ASW Threat — This unit doesn't penalize Torpedo attacks of enemy Submarines in adjacent sectors.

Raider Hunter — This unit rolls one extra attack die when making Gunnery attacks against Cruisers and Auxiliary units.

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HUDSON Mk. III

AIRCRAFT — Patrol Bomber 1939

SPEED — A

ATTACKS	0	1	2	3
M	5	—	—	—
T	3	—	—	—

ARMOR 4 VITAL ARMOR 6 HULL POINTS 1

Lone ASW Hunter — If there are no other Aircraft in the same sector as this unit, this unit rolls one extra attack die when making ASW attacks against enemy Submarines.

Light Defensive Armament — Whenever an enemy Fighter attacks this unit during the Air Defense phase, this unit gets +1 armor this turn.

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ALSACE

SHIP — BATTLESHIP 1945

SPEED — 2

ATTACKS	0	1	2	3
M	16	16	15	13
T	6	6	5	5
B	4	4	3	—
A	8	—	—	—

ARMOR 9 VITAL ARMOR 15 HULL POINTS 6

Extended Range 5 — While undamaged, this unit can make range-4 or range-5 Main Gunnery attacks using its range-3 attack value.

Excellent Spotting — During your Surface Attack step, if another friendly Ship makes a gunnery attack against an enemy Ship, this unit rolls one extra attack die when making Gunnery attacks against that enemy Ship this turn.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

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RICHELIEU

SHIP — BATTLESHIP 1940

SPEED — 2

ATTACKS	0	1	2	3
M	15	15	14	12
T	6	6	5	5
B	4	4	3	—
A	7	—	—	—

ARMOR 9 VITAL ARMOR 15 HULL POINTS 5

Extended Range 5 — While undamaged, this unit can make range-4 or range-5 Main Gunnery attacks using its range-3 attack value.

Excellent Spotting — During your Surface Attack step, if another friendly Ship makes a Gunnery attack against an enemy Ship, this unit rolls one extra attack die when making Gunnery attacks against that enemy Ship this turn.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

5/64 ★

JEAN BART

SHIP — BATTLESHIP 1942

SPEED — 2

ATTACKS	0	1	2	3
M	12	12	11	9
T	4	4	3	—
B	5	—	—	—
A	—	—	—	—

ARMOR 8 VITAL ARMOR 14 HULL POINTS 5

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Incomplete — This unit can't move during the first turn of the game.

5/60 ★

PROVENCE

SHIP — BATTLESHIP 1939

SPEED — 2

ATTACKS	0	1	2	3
M	15	14	13	12
T	7	6	5	4
B	4	3	3	—
A	7	—	—	—

ARMOR 7 VITAL ARMOR 14 HULL POINTS 4

Slow 3 — At the beginning of your Sea Movement phase, roll a die. On a 3 or less, this unit has -1 speed this turn.

Extended Range 4 — While undamaged, this unit can make Main Gunnery attacks at range 4 using its range-3 attack value.

Shore Support — Once per game, instead of making a Main Gunnery attack, this unit can perform shore bombardment if this unit is in your opponent's ship deployment area. At the end of that turn, score 4 victory points.

5/40 ★

STRASBOURG

SHIP — BATTLESHIP 1939

SPEED — 2

ATTACKS	0	1	2	3
M	14	13	13	11
T	6	6	5	—
B	8	—	—	—
A	—	—	—	—

ARMOR 7 VITAL ARMOR 13 HULL POINTS 4

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Avoid Mines — This unit ignores mines.

3/40 ★

DUNKERQUE

SHIP — BATTLESHIP 1939

SPEED — 2

ATTACKS	0	1	2	3
M	14	13	13	11
T	6	6	5	—
B	8	—	—	—
A	—	—	—	—

ARMOR 7 VITAL ARMOR 13 HULL POINTS 4

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Excellent Spotting — During your Surface Attack phase, if another friendly Ship makes a Gunnery attack against an enemy Ship, this unit rolls one extra attack die when making Gunnery attacks against that Ship this turn.

4/60 ★

JOFFRE

SHIP — CARRIER 1943

SPEED — 2

ATTACKS	0	1	2	3
M	5	4	4	—
T	7	—	—	—
B	—	—	—	—
A	—	—	—	—

ARMOR 4 VITAL ARMOR 11 HULL POINTS 4

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Anti-air attacks this turn.

Expert Bomber 2 — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls two extra attack dice when making Bomb attacks this turn.

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BÉARN

SHIP — CARRIER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	6	5	5	4
T	6	—	—	—
B	1	1	—	—
A	—	—	—	—

ARMOR 4 VITAL ARMOR 11 HULL POINTS 4

Base 2 Squadrons

Slow 3 — At the beginning of your Sea Movement phase, roll a die. On a 3 or less, this unit has -1 speed this turn.

Expert Bomber — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls one extra attack die when making Bomb attacks this turn.

Poor Facilities — Whenever you return two aircraft to this unit during the Air Return phase, you must place a Beaming counter on one of those aircraft.

Wildcat Operations — The F4F Wildcat and the Martlet can base on this unit.

2/40 ★

ALGÉRIE

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	9	9	8	7
T	4	4	3	—
B	7	—	—	—
A	2	1	1	—

ARMOR 5 VITAL ARMOR 10 HULL POINTS 3

Flagship 1

Excellent Spotting — During your Surface Attack phase, if another friendly Ship makes a Gunnery attack against an enemy Ship, this unit rolls one extra attack die when making Gunnery attacks against that Ship this turn.

Torpedo Protection — Whenever a torpedo hit is rolled against this unit, roll a die. On a 4 or higher, that hit deals 1 less point of hull damage.

3/39 ★

SUFFREN 14

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	9	9	8	7
2	4	4	3	—
3	6	—	—	—
4	2	2	1	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Excellent Spotting — During your Surface Attack phase, if another friendly Ship makes a Gunner attack against an enemy Ship, this unit rolls one extra attack die when making Gunner attacks against that Ship this turn.

3/40 ★

DUQUESNE 12

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	9	9	8	7
2	6	—	—	—
3	2	1	1	—

ARMOR 3 VITAL ARMOR 9 HULL POINTS 3

Cruiser Leader — While you control another Cruiser, you get +1 initiative.

Establish Screen — Choose one local or adjacent Cruiser or Destroyer. After both fleets are deployed, this unit and the chosen unit can move one sector.

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GLOIRE 14

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	8	7	6	6
2	4	4	3	—
3	6	—	—	—
4	1	1	1	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Excellent Spotting — During your Surface Attack phase, if another friendly Ship makes a Gunner attack against an enemy Ship, this unit rolls one extra attack die when making Gunner attacks against that enemy Ship this turn.

3/64 ♦

MONTCALM 14

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	8	7	6	6
2	4	4	3	—
3	7	—	—	—
4	1	1	1	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Excellent Spotting — During your Surface Attack phase, if another friendly Ship makes a Gunner attack against an enemy Ship, this unit rolls one extra attack die when making Gunner attacks against that enemy Ship this turn.

Code Intercepts — At the end of the second player's Sea Movement step, you may place this unit in an adjacent sector that contains an enemy Auxiliary.

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LAMOTTE-PICQUET 12

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	7	6	6	5
2	5	—	—	—
3	2	2	2	—

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Flagship 1

Scoutplane Attack — During the first turn of the game, you may declare you're using Scoutplane Attack. If you do, assign the scoutplane attack during the Air Mission phase. The scoutplane can be attacked during the Air Defense phase. It has: Armor 3, Vital Armor 5, a Bomb attack of 2, and it can be aborted or destroyed normally.

4/40 ♦

LE TERRIBLE 9

SHIP — DESTROYER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
2	5	—	—	—
3	4	—	—	—
4	2	2	1	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

High-Speed Run — Once per game, at the beginning of your Sea Movement step, you can give this unit +1 speed for the turn. You can't claim an objective the turn you use this ability.

4/64 ●

MILAN 8

SHIP — DESTROYER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
2	5	—	—	—
3	4	—	—	—
4	2	1	1	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Lay Smoke Screen — Instead of attacking during your Surface Attack phase, this unit can make a local smoke screen. A smoke screen blocks line of sight into, out of, and through its sector. Units in a smoke screen can't attack each other. Remove the smoke screen at the end of the next turn.

Chase — At the end of the Sea Movement phase, if there are no enemy Ships within range 3, you may move this unit one sector toward the nearest enemy Ship.

2/40 ●

BRESTOIS 7

SHIP — DESTROYER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
2	4	—	—	—
3	4	—	—	—
4	2	1	1	—

ARMOR 2 VITAL ARMOR 6 HULL POINTS 2

Sub Hunter — At the end of the second player's Sea Movement step, you may place this unit in an adjacent sector that contains an enemy Submarine.

Light Ship Tactics — Once per game, at the beginning of the Surface Attack phase, you can declare you're using Light Ship Tactics. If you do, whenever an enemy Ship makes an attack against this unit this turn, roll a die. On a 5 or higher, this unit takes no damage from that attack.

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LE HARDI 7

SHIP — DESTROYER 1940

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
2	5	—	—	—
3	2	—	—	—
4	2	1	1	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Battleship Escort — The sector this unit is in can contain one friendly Ship above the stacking limit, if one of those Ships is a Battleship.

Destroyer Hunter — This unit rolls one extra attack die when making Gunner attacks against Destroyers.

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SURCOUF 19

SUBMARINE 1939

SPEED — 1

ATTACKS	0	1	2	3
	6	6	5	4
	3	—	—	—
	4	2	2	—

ARMOR 3 **VITAL ARMOR** 8 **HULL POINTS** 3

Submerged Shot – This unit can make Torpedo attacks against local enemy Submarines.

Submarine Corsair – At the beginning of your Sea Movement step, declare whether this unit's type will be Destroyer or Submarine until the end of this turn. It can make Anti-air and Gunnery attacks only while it's a Destroyer. It can use Submerged Shot only while it's a Submarine.

No Sea Control – This unit can't claim objectives.

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BÉVÉZIER 11

SUBMARINE 1939

SPEED — 1

ATTACKS	0	1	2	3
	3	2	2	—
	—	—	—	—
	—	—	—	—

ARMOR 3 **VITAL ARMOR** 6 **HULL POINTS** 2

Submerged Shot – This unit can make Torpedo attacks against local enemy Submarines.

Battleship Killer – This unit rolls one extra attack die when making Torpedo attacks against Battleships.

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CASABIANCA 9

SUBMARINE 1939

SPEED — 1

ATTACKS	0	1	2	3
	2	2	1	—
	—	—	—	—
	—	—	—	—

ARMOR 3 **VITAL ARMOR** 6 **HULL POINTS** 2

Secret Cargo 4 – At the end of a turn, if this unit is adjacent to an island or coast on your opponent's side of the map and no enemy Ships are local or adjacent, you score 4 victory points. You can only use Secret Cargo once per game.

Run Silent – If this unit doesn't move during your Sea Movement phase, ASW attacks against it hit only on a 5 or higher this turn.

3/60

COMMANDANT TESTE 17

SHIP — AUXILIARY 1939

SPEED — 2

ATTACKS	0	1	2	3
	3	3	2	—
	6	—	—	—
	—	—	—	—

ARMOR 3 **VITAL ARMOR** 9 **HULL POINTS** 3

Slow 3 – At the beginning of your Sea Movement phase, roll a die. On a 3 or less, this unit has -1 speed this turn.

Floatplane Detachments – This unit comes with two seaplane detachments that function as Aircraft squadrons. Represent them using markers. When one is destroyed, remove its marker from play. When this unit is destroyed, remove both markers from play. The detachments can be based only on this ship.

Seaplane squadrons: Armor 3, Vital Armor 6, Torpedo 1, ASW 2, Bomb 5.

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CAMS 141 ANTARÈS 8

AIRCRAFT — PATROL BOMBER 1939

SPEED — A

ATTACKS	0	1	2	3
	6	—	—	—
	3	—	—	—
	—	—	—	—

ARMOR 4 **VITAL ARMOR** 7 **HULL POINTS** 1

Loiter – Rearing counters aren't placed on this unit during the Air Return step.

Light Defensive Armament – Whenever an enemy Fighter attacks this unit during the Air Defense phase, this unit gets +1 armor this turn.

Convoy ASW Cover – This unit rolls one extra die when making ASW attacks against enemy Submarines that are in range 1 of friendly Auxiliary units.

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V-156F VINDICATOR 7

AIRCRAFT — DIVE BOMBER 1939

SPEED — A

ATTACKS	0	1	2	3
	8	—	—	—
	—	—	—	—
	—	—	—	—

ARMOR 4 **VITAL ARMOR** 6 **HULL POINTS** 1

Export Version – This unit can be based on a U.S. or U.K. Carrier.

Press the Attack – Whenever this unit is aborted by a Ship's Anti-air attack, you may roll a die. On a 1, destroy this unit. On a 4 or higher, this unit makes a Bomb attack during your Air Attack phase, hitting on a 5 or higher only.

6/40

LATÉ 298 9

AIRCRAFT — TORPEDO BOMBER 1939

SPEED — A

ATTACKS	0	1	2	3
	7	—	—	—
	2	—	—	—
	2	—	—	—

ARMOR 3 **VITAL ARMOR** 6 **HULL POINTS** 1

Mission Selection – This unit counts as either a Dive Bomber or a Torpedo Bomber. (Choose the unit's role when you place it during the Air Mission phase.)

Sea Basing – This unit can base only in a coast or an island sector on your side of the map. Don't place a Rearing counter on this unit during your Air Return step.

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BR. 810 10

AIRCRAFT — TORPEDO BOMBER 1941

SPEED — A

ATTACKS	0	1	2	3
	6	—	—	—
	2	—	—	—
	—	—	—	—

ARMOR 5 **VITAL ARMOR** 8 **HULL POINTS** 1

Mission Selection – This unit counts as either a Dive Bomber or a Torpedo Bomber. (Choose the unit's role when you place it during the Air Mission phase.)

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D.520 6

AIRCRAFT — FIGHTER 1940

SPEED — A

ATTACKS	0	1	2	3
	2	—	—	—
	7	—	—	—
	—	—	—	—

ARMOR 6 **VITAL ARMOR** 8 **HULL POINTS** 1

Interceptor – If there are no enemy Fighters in the same sector as this unit, this unit rolls one extra attack die when making Anti-air attacks against enemy Bombers.

Nimble – Once per game, when an enemy Fighter rolls exactly 8 successes against this unit and would destroy it, abort this unit instead.

3/40

FRANCE -4



MB. 152

5


AIRCRAFT — FIGHTER
1940

SPEED — A

ATTACKS	0	1	2	3
	2	—	—	—
	7	—	—	—



ARMOR 5 VITAL ARMOR 8 HULL POINTS 1

Land Fighter – This unit can't be based on a Carrier, and it can't benefit from the Expert Dogfighter bonus.

Escort – If this unit is in the same sector as a friendly Bomber, enemy Fighters get -1 on each attack die when making Anti-air attacks against that Bomber.

Elan – The first time this unit would be destroyed, roll a die. On a 5 or higher, abort this unit instead.


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GREECE

GEORGIOS AVEROF

SHIP — CRUISER 1940

SPEED — 2

ATTACKS	0	1	2	3
	9	8	7	6
	8	7	6	6
	6	—	—	—

ARMOR 6 VITAL ARMOR 10 HULL POINTS 3

17

Flagship 1

Slow 2 — At the beginning of your Sea Movement phase, roll a die. On a 2 or less, this unit has -1 speed this turn.

Inspiring Example — Once per game, if this unit damages or destroys an enemy Ship, you can declare you're using Inspiring Example. If you do, each of your Greek Ships (other than this one) rolls one extra attack die when making attacks during your next turn.

7/40 ★

VASILISSA OLGA

SHIP — DESTROYER 1940

SPEED — 2

ATTACKS	0	1	2	3
	4	4	3	—
	4	—	—	—
	5	—	—	—
	2	2	1	—

ARMOR 2 VITAL ARMOR 6 HULL POINTS 2

7

Chase — At the end of the Sea Movement phase, if there are no enemy Ships within range 3, you may move this unit one sector toward the nearest enemy Ship.

Evade Bombs — Once per game, when this unit is the target of a Bomb attack, you may roll a die. On a 4 or higher, the Bomb attack misses.

9/40 ●

ADRIAS

SHIP — DESTROYER 1942

SPEED — 2

ATTACKS	0	1	2	3
	3	3	2	—
	5	—	—	—
	6	—	—	—
	1	1	—	—

ARMOR 1 VITAL ARMOR 6 HULL POINTS 2

6

MTB Killer — This unit can make two Gunnery attacks against separate targets during your Surface Attack step if at least one of the targets is a Torpedo Boat.

Survivor — If this unit receives hits equal to or greater than its vital armor, roll a die. On a 5 or higher, this unit takes 1 point of hull damage instead of being destroyed.

Sub Hunter — At the end of the second player's Sea Movement step, you may place this unit in an adjacent sector that contains an enemy Submarine.

www.forumini.org 11/72

PROTEUS

SUBMARINE 1940

SPEED — 1

ATTACKS	0	1	2	3
	2	2	1	—

ARMOR 3 VITAL ARMOR 5 HULL POINTS 1

8

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Risky Attack — Once per game, you can declare you're using Risky Attack during the Submarine Attack phase. If you do, this unit rolls one extra attack die when making Torpedo attacks this turn, and until the end of the next turn, this unit gets -1 armor.

8/40 ●

BLOCH MB. 151

AIRCRAFT — FIGHTER 1940

SPEED — A

ATTACKS	0	1	2	3
	2	—	—	—
	6	—	—	—

ARMOR 5 VITAL ARMOR 7 HULL POINTS 1

5

Land Fighter — This unit can't be based on a Carrier, and it can't benefit from the Expert Dogfighter bonus.

Area Defense — At the end of the Air Mission phase, if this unit is in a sector that contains no enemy Aircraft, you may move this unit to an adjacent sector that contains an enemy Aircraft.

Surprise — If it's the first turn of the game, this unit rolls one extra attack die when attacking.

www.forumini.org 10/72

NETHERLANDS

Hr. Ms. De Ruyter 10

SHIP — CRUISER 1940

SPEED — 2

ATTACKS	0	1	2	3
M	7	6	6	5
T	7	—	—	—

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Flagship!

Cruiser Leader — While you control another Cruiser, you get +1 initiative.

6/60

Hr. Ms. Tromp 10

SHIP — CRUISER 1940

SPEED — 2

ATTACKS	0	1	2	3
M	6	6	5	5
T	6	—	—	—
A	2	—	—	—
W	2	1	—	—

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Tenacity — The first time this unit would be destroyed, roll a die. On a 4 or higher, the destruction is prevented and this unit remains in the game with 1 hull point.

Drive Off — Once per game, at the end of the Surface Attack phase, choose one Destroyer or Torpedo Boat this unit attacked this turn. The target must immediately move one sector away from this unit. If that movement isn't possible, you can't use this ability.

www.forumini.org 13/72

Hr. Ms. Java 9

SHIP — CRUISER 1940

SPEED — 2

ATTACKS	0	1	2	3
M	7	6	6	5
T	5	—	—	—
A	2	—	—	—

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Disrupt Invasion — Once per game, when this unit attacks an enemy unit, you may declare that you're using Disrupt Invasion. If you do, your opponent can't benefit from that unit's Landing abilities this turn.

Lead the Attack 2 — After both fleets are deployed, this unit can make a speed-2 move before the first turn begins.

Limited ASW Threat — This unit doesn't penalize Torpedo attacks of enemy Submarines in adjacent sectors.

www.forumini.org 12/72

Hr. Ms. Van Galen 8

SHIP — DESTROYER 1942

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
T	5	—	—	—
A	5	—	—	—
W	2	2	1	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Close Escort — The sector this unit is in can contain three friendly Ships instead of two.

7/60

Witte de With 6

SHIP — DESTROYER 1940

SPEED — 2

ATTACKS	0	1	2	3
M	4	3	3	—
T	5	—	—	—
A	4	—	—	—
W	2	1	—	—

ARMOR 2 VITAL ARMOR 6 HULL POINTS 2

Protect Cripple — This unit gets +1 on each attack die when making Gunnery, Antiair, or ASW attacks while in the same sector as a friendly Ship that is crippled.

10/40

Hr. Ms. Zwaardvisch 12

SUBMARINE 1943

SPEED — 1

ATTACKS	0	1	2	3
T	3	3	2	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 2

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

8/60

Hr. Ms. K XVI 9

SUBMARINE 1940

SPEED — 1

ATTACKS	0	1	2	3
T	3	2	1	—

ARMOR 3 VITAL ARMOR 5 HULL POINTS 1

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Risky Attack — Once per game, you can declare you're using Risky Attack during the Submarine Attack phase. If you do, this unit rolls one extra attack die when making Torpedo attacks this turn, and until the end of the next turn, this unit gets -1 armor.

www.forumini.org 13/72

Do 24K-1 7

AIRCRAFT — PATROL BOMBER 1940

SPEED — A

ATTACKS	0	1	2	3
B	6	—	—	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 1

Loiter — Rearming counters aren't placed on this unit during the Air Return step.

Airborne Raider — This unit rolls one extra attack die when making Bomb attacks against Destroyers and Auxiliary units.

Pinpointer — At the beginning of your Air Attack step, you may choose an enemy Ship within range 2. Submarines roll one extra attack die when making Torpedo attacks against that Ship this turn.

www.forumini.org 12/72

B-339 Buffalo 5

AIRCRAFT — FIGHTER 1941

SPEED — A

ATTACKS	0	1	2	3
F	2	—	—	—
A	6	—	—	—

ARMOR 5 VITAL ARMOR 7 HULL POINTS 1

Land Fighter — This unit can't be based on a Carrier, and it can't benefit from the Expert Dogfighter bonus.

Scramble Defense — Once per game, at the beginning of the Air Mission phase, you may remove a Rearming counter from this unit. If you do, this unit may only be placed on your side of the map this turn.

Escort — If this unit is in the same sector as a friendly Bomber, enemy Fighters get -1 on each attack die when making Antiair attacks against that Bomber.

www.forumini.org 11/72

NEW ZEALAND

HMNZS LEANDER

13

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
	7	7	6	5
	6	—	—	—
	2	2	1	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Guard the Convoy — While this unit is in the same sector as a friendly Auxiliary unit, enemy units can't attack that Auxiliary unit until this unit has been attacked at least once in the same phase.

Raider Hunter — This unit rolls one extra attack die when making Gunnery attacks against Cruisers and Auxiliary units.

4/40

HMNZS GAMBIA

13

SHIP — CRUISER 1943

SPEED — 2

ATTACKS	0	1	2	3
	8	8	7	6
	4	4	3	—
	7	—	—	—
	2	2	1	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Blockade Duty — This unit rolls one extra attack die when making Main Gunnery attacks against Ships that are on your side of the map.

Convoy Screen — When this unit is local or adjacent to a friendly Auxiliary unit, this unit rolls one extra attack die when making Anti-air attacks this turn.

www.forumini.org 14/72

POLAND

ORP DRAGON

10

SHIP — CRUISER 1943

SPEED — 2

ATTACKS	0	1	2	3
	6	5	5	4
	6	—	—	—
	2	2	1	—
	2	—	—	—

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Limited ASW Threat — This unit doesn't penalize Torpedo attacks of enemy Submarines in adjacent sectors.

Destroyer Hunter — This unit rolls one extra die when making Gunnery attacks against enemy Destroyers.

4/40

ORP BLYSKAWICA

8

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
	4	4	3	—
	6	—	—	—
	4	—	—	—
	2	1	1	—

ARMOR 2 VITAL ARMOR 8 HULL POINTS 2

Anti-air Specialist — This unit can make two Anti-air attacks against separate targets during your Air Defense phase.

Rapid Fire — Once per game, before you roll this unit's Main Gunnery attack against an enemy Ship, you can declare you're using Rapid Fire. If you do, roll two extra dice against that Ship.

4/39

ORP ORZEL

12

SUBMARINE 1939

SPEED — 1

ATTACKS	0	1	2	3
	3	2	2	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 2

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Evasive Quarry — Ships with Sub Hunter can't use that ability against this unit.

5/39

SOVIET UNION -1

SOVYETSKIY SOYUZ 67

SHIP — BATTLESHIP 1942

SPEED — 2

ATTACKS	0	1	2	3
M	16	16	15	14
T	7	7	6	5
D	8	—	—	—

ARMOR 10 VITAL ARMOR 16 HULL POINTS 6

Flagship 1
Extended Range 4 — While undamaged, this unit can make Main Gunnery attacks at range 4 using its range-3 attack value.
Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.
Bad Weather Fighter — Whenever you make a concealment roll for this unit, add +1 to the roll.

10/39 ★

ARKHANGELSK 40

SHIP — BATTLESHIP 1944

SPEED — 2

ATTACKS	0	1	2	3
M	15	15	14	12
T	6	5	5	4
D	4	4	3	—
W	7	—	—	—

ARMOR 8 VITAL ARMOR 14 HULL POINTS 5

Extended Range 4 — While undamaged, this unit can make Main Gunnery attacks at range 4 using its range-3 attack value.
Slow 3 — At the beginning of your Sea Movement phase, roll a die. On a 3 or less, this unit has -1 speed this turn.
Inactivity — This unit gets -1 on each attack die when making its first Main Gunnery attack of the game.

22/40 ★

KRONSHADT 38

SHIP — BATTLESHIP 1942

SPEED — 2

ATTACKS	0	1	2	3
M	13	13	12	11
T	7	6	5	5
D	7	—	—	—

ARMOR 7 VITAL ARMOR 13 HULL POINTS 5

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.
Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.
Harassing Fire 5 — While undamaged, this unit can make range-5 Main Gunnery attacks using its range-3 attack value. It only scores hits on a 6 when using this ability.

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MARAT 28

SHIP — BATTLESHIP 1941

SPEED — 2

ATTACKS	0	1	2	3
M	13	12	10	9
T	4	4	3	—
D	6	—	—	—
W	1	—	—	—

ARMOR 7 VITAL ARMOR 12 HULL POINTS 4

Slow 1 — At the beginning of your Sea Movement phase, roll a die. On a 1, this unit gets -1 speed this turn.
Gunnery Platform — If this unit is adjacent to a coast or island sector the first time it would be destroyed, it remains in the game with 2 hull points. From the end of the phase, this unit suffers the effects of Crippled, has a Speed of 0, and cannot be damaged by Torpedo attacks for the rest of the game.

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OKTYABRSKAYA REVOLUTSIA 24

SHIP — BATTLESHIP 1941

SPEED — 2

ATTACKS	0	1	2	3
M	11	10	9	9
T	4	3	3	—
D	6	—	—	—
W	1	—	—	—

ARMOR 7 VITAL ARMOR 12 HULL POINTS 4

Slow 2 — At the beginning of your Sea Movement phase, roll a die. On a 2 or less, this unit has -1 speed this turn.
Shore Support — Once per game, instead of making a Main Gunnery attack, this unit can perform shore bombardment if this unit is in your opponent's ship deployment area. At the end of that turn, score 4 victory points.
Unmask Guns — If you win initiative, this unit rolls two extra attack dice when making Gunnery attacks this turn.

24/40 ★

MOLOTOV 11

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	8	7	6	5
T	6	—	—	—
D	1	1	—	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Tough Cruiser — Whenever an enemy Destroyer or Fighter makes a Gunnery attack against this unit, this unit gets +1 armor against that attack.
Early Warning Radar — Each friendly unit in this unit's sector or sectors adjacent to this unit rolls one extra die when making Anti-air attacks during the first turn of the game.

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KIROV 10

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	8	7	6	5
T	6	—	—	—
D	1	1	—	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Mines — Once per game, instead of making an attack in the Surface Attack phase, this unit can mine its sector. Place a marker on that sector. Whenever a Ship enters the mined sector, roll a die. On a 1, the Ship takes 1 point of hull damage. On a 2, the Ship takes 2 points of hull damage. Torpedo defense works against this damage.

22/40 ★

KRASNI KRYM 8

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	6	5	5	—
T	5	—	—	—
D	2	1	—	—

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Slow 1 — At the beginning of your Sea Movement phase, roll a die. On a 1, this unit has -1 speed this turn.
Landing 3 — Once per game at the end of a turn, if this unit is adjacent to a coast or island on your opponent's side of the map, score 3 victory points. You can only score victory points from a Landing ability once per turn.

16/39 ★

GROMKIY 6

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
T	4	—	—	—
D	4	—	—	—
W	2	1	—	—

ARMOR 2 VITAL ARMOR 6 HULL POINTS 2

High-Speed Run — Once per game, at the beginning of your Sea Movement phase, you can give this unit +1 speed for the turn. You can't claim an objective the turn you use this ability.
Mines — Once per game, instead of making an attack in the Surface Attack phase, this unit can mine its sector. Place a marker on that sector. Whenever a Ship enters the mined sector, roll a die. On a 1, the Ship takes 1 point of hull damage. On a 2, the Ship takes 2 points of hull damage. Torpedo defense works against this damage.

20/40 ●

SOVIET UNION -2

BAKU 8

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	5	4	4	—
⚡	4	—	—	—
⚡	4	—	—	—
⚡	2	2	—	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Destroyer Leader — While you control another Destroyer, you get +1 initiative.

Destroyer Flotilla — The sector this unit is in can contain one friendly Ship above the stacking limit if all of the friendly Ships in this sector are Destroyers.

Bad Weather Fighter — Whenever you make a concealment roll for this unit, add +1 to the roll.

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TASHKENT 8

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
⚡	4	—	—	—
⚡	3	—	—	—
⚡	2	2	1	—

ARMOR 2 VITAL ARMOR 8 HULL POINTS 2

High Speed Run — Once per game, at the beginning of your Sea Movement step, you can give this unit +1 speed for the turn. You can't claim an objective the turn you use this ability.

Avoid Mines — This unit ignores mines.

Landing 3 — Once per game, at the end of a turn, if this unit is adjacent to a coast or island on your opponent's side of the map, score 3 victory points. You can only score victory points from a Landing ability once per turn.

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G5 SERIES 9 6

SHIP — TORPEDO BOAT 1941

SPEED — 3

ATTACKS	0	1	2	3
M	1	—	—	—
⚡	2	—	—	—
⚡	2	—	—	—
⚡	3	2	—	—

ARMOR 1 VITAL ARMOR 2 HULL POINTS 1

Shallow Draft — This unit can enter sectors that contain islands or shoals.

High-Speed Evasion — Whenever this unit is attacked by an enemy Ship, roll a die. On a 5 or higher, this unit takes no damage from that attack.

No Sea Control — This unit can't claim objectives.

Generate Smoke — Once per game, instead of attacking during your Surface Attack step, this unit can make a local smoke screen. A sector containing a smoke screen blocks line of sight through its sector. A unit in a smoke screen has concealment. Remove the smoke screen at the end of the next turn.

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K-21 12

SUBMARINE 1941

SPEED — 1

ATTACKS	0	1	2	3
⚡	3	2	1	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 2

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Mines — Once per game, instead of making an attack in the Submarine Attack phase, this unit can mine its sector. Place a marker on that sector. Whenever a Ship enters the mined sector, roll a die. On a 1, the Ship takes 1 point of hull damage. On a 2, the Ship takes 2 points of hull damage. Torpedo defense works against this damage.

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S-13 8

SUBMARINE 1941

SPEED — 1

ATTACKS	0	1	2	3
⚡	2	2	1	—

ARMOR 3 VITAL ARMOR 5 HULL POINTS 2

Auxiliary Hunter — This unit rolls one extra attack die when making Torpedo attacks against Auxiliary units.

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

17/39

IL-4 9

AIRCRAFT — PATROL BOMBER 1941

SPEED — A

ATTACKS	0	1	2	3
⚡	8	—	—	—
⚡	2	—	—	—

ARMOR 4 VITAL ARMOR 6 HULL POINTS 1

Excellent Endurance — Once per game, at the beginning of the Air Mission phase, you may remove a Rearming counter from this unit.

Mines — Once per game, instead of making an attack in the Air Attack phase, this unit can mine its sector. Place a marker on that sector. Whenever a Ship enters the mined sector, roll a die. On a 1, the Ship takes 1 point of hull damage. On a 2, the Ship takes 2 points of hull damage. Torpedo defense works against this damage.

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GST CATALINA 6

AIRCRAFT — PATROL BOMBER 1941

SPEED — A

ATTACKS	0	1	2	3
⚡	5	—	—	—
⚡	2	—	—	—

ARMOR 3 VITAL ARMOR 5 HULL POINTS 1

Loiter — Rearming counters aren't placed on this unit during the Air Return step.

ASW Swarm — During your Air Attack step, if another friendly Aircraft makes an ASW attack against an enemy Submarine, this unit rolls one extra attack die when making ASW attacks against that enemy Submarine this turn.

Bad Weather Fighter — Whenever you make a concealment roll for this unit, add +1 to the roll.

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IL-2M STURMOVIK 11

AIRCRAFT — DIVE BOMBER 1943

SPEED — A

ATTACKS	0	1	2	3
⚡	7	—	—	—
⚡	2	—	—	—

ARMOR 5 VITAL ARMOR 9 HULL POINTS 1

Land Based — This unit can't be based on a Carrier.

Mission Selection — This unit counts as either a Dive Bomber or a Torpedo Bomber.

Skip Bomb — Whenever this unit makes a Bomb attack, each 6 counts as 3 successes instead of 2.

15/39

YAK-9U 10

AIRCRAFT — FIGHTER 1944

SPEED — A

ATTACKS	0	1	2	3
⚡	2	—	—	—
⚡	9	—	—	—

ARMOR 7 VITAL ARMOR 9 HULL POINTS 1

Land Fighter — This unit can't be based on a Carrier, and it can't benefit from the Expert Dogfighter bonus.

Advanced Fighter — This unit rolls two extra dice when making Anti-air attacks against Fighters.

Escort — If this unit is in the same sector as a friendly Bomber, enemy Fighters get -1 on each attack die when making Anti-air attacks against that Bomber.

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SOVIET UNION -3



LEND-LEASE HURRICANE Mk. II

5

AIRCRAFT — FIGHTER

1941

SPEED — A

ATTACKS	0	1	2	3
	2			
	7			



ARMOR 5

VITAL ARMOR 8

HULL POINTS 1

Land Fighter — This unit can't be based on a Carrier, and it can't benefit from the Expert Dogfighter bonus.

Interceptor — If there are no enemy Fighters in the same sector as this unit, this unit rolls one extra attack die when making Anti-air attacks against enemy Bombers.

Escort — If this unit is in the same sector as a friendly Bomber, enemy Fighters get -1 on each attack die when making Anti-air attacks against that Bomber.

21/40

HMS LION

SHIP — BATTLESHIP 1943

SPEED — 2

ATTACKS	0	1	2	3
M	17	16	15	14
Z	5	5	4	—
T	8	—	—	—

ARMOR 9 VITAL ARMOR 15 HULL POINTS 5

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Bristling With Guns — This unit can make two Secondary Gunnery attacks against separate targets during your Surface Attack step.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

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HMS NELSON

SHIP — BATTLESHIP 1939

SPEED — 2

ATTACKS	0	1	2	3
M	16	16	15	13
Z	7	7	6	5
T	7	—	—	—
P	1	—	—	—

ARMOR 9 VITAL ARMOR 15 HULL POINTS 5

Slow 1 — At the beginning of your Sea Movement step, roll a die. On a 1, this unit gets -1 speed this turn.

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Anti-air Barrage — This unit can make two Anti-air attacks against separate targets during your Air Defense step. This unit has a 5-dice Anti-air attack against the second target.

6/40 ★

HMS RODNEY

SHIP — BATTLESHIP 1939

SPEED — 2

ATTACKS	0	1	2	3
M	16	16	15	13
Z	7	7	6	5
T	7	—	—	—
P	1	—	—	—

ARMOR 9 VITAL ARMOR 15 HULL POINTS 5

Slow 1 — At the beginning of your Sea Movement step, roll a die. On a 1, this unit gets -1 speed this turn.

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

11/64 ★

HMS VANGUARD

SHIP — BATTLESHIP 1945

SPEED — 2

ATTACKS	0	1	2	3
M	15	15	14	12
Z	6	5	4	—
T	9	—	—	—

ARMOR 9 VITAL ARMOR 15 HULL POINTS 5

Extended Range 5 — While undamaged, this unit can make range-4 or range-5 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Bristling With Guns — This unit can make two Secondary Gunnery attacks against separate targets during your Surface Attack step.

Radar Fire Control — While undamaged, this unit rolls one extra attack die when making Main Gunnery attacks.

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HMS PRINCE OF WALES

SHIP — BATTLESHIP 1941

SPEED — 2

ATTACKS	0	1	2	3
M	15	15	13	12
Z	5	5	4	—
T	5	5	4	—
P	7	—	—	—

ARMOR 9 VITAL ARMOR 15 HULL POINTS 5

Flagship 2

Opening Salvo 1 — This unit rolls one extra attack die when making a Gunnery attack for the first time each game.

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Jammed Mount — Before this unit makes a Main Gunnery attack, roll a die. On a 1, this unit rolls three fewer attack dice when making Main Gunnery attacks until the end of your next turn.

ψ 6/40 ★

HMS KING GEORGE V

SHIP — BATTLESHIP 1940

SPEED — 2

ATTACKS	0	1	2	3
M	15	15	13	12
Z	5	5	4	—
T	7	—	—	—

ARMOR 9 VITAL ARMOR 15 HULL POINTS 5

Jammed Mount — Before this unit makes a Main Gunnery attack, roll a die. On a 1, this unit rolls three fewer attack dice when making Main Gunnery attacks until the end of your next turn.

Bristling With Guns — This unit can make two Secondary Gunnery attacks against separate targets during your Surface Attack phase.

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

15/60 ★

HMS HOOD

SHIP — BATTLESHIP 1939

SPEED — 2

ATTACKS	0	1	2	3
M	15	15	14	12
Z	6	6	5	4
T	7	—	—	—
P	2	1	—	—

ARMOR 8 VITAL ARMOR 13 HULL POINTS 5

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Fatal Flaw — If an enemy Battleship rolls four 6s against this unit, put a face-down destroyed counter on this unit.

9/64 ★

HMS WARSPITE

SHIP — BATTLESHIP 1939

SPEED — 2

ATTACKS	0	1	2	3
M	15	15	14	12
Z	6	5	4	4
T	4	4	3	—
P	7	—	—	—

ARMOR 8 VITAL ARMOR 14 HULL POINTS 5

Flagship 1

Slow 1 — At the beginning of your Sea Movement phase, roll a die. On a 1, this unit gets -1 speed this turn.

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Long Shot 6 — Once per game, this unit can make a range-6 Main Gunnery attack against an enemy Battleship using its range-3 attack value.

16/60 ★

HMS BARHAM

SHIP — BATTLESHIP 1939

SPEED — 2

ATTACKS	0	1	2	3
M	15	14	13	11
Z	7	6	5	5
T	4	4	3	—
P	6	—	—	—

ARMOR 8 VITAL ARMOR 14 HULL POINTS 5

Slow 1 — At the beginning of your Sea Movement phase, roll a die. On a 1, this unit gets -1 speed this turn.

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

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HMS ROYAL OAK

SHIP — BATTLESHIP 1939

SPEED — 2

ATTACKS	0	1	2	3
M	15	15	14	12
2	7	6	5	5
3	4	4	3	—
4	7	—	—	—

ARMOR 8 VITAL ARMOR 14 HULL POINTS 5

Extended Range 4 — While undamaged, this unit can make Main Gunnery attacks at range 4 using its range-3 attack value.

Slow 3 — At the beginning of your Sea Movement phase, roll a die. On a 3 or less, this unit has -1 speed this turn.

12/40 ★

HMS RENOWN

SHIP — BATTLESHIP 1939

SPEED — 2

ATTACKS	0	1	2	3
M	14	14	13	11
2	5	5	4	—
3	8	—	—	—
4	1	1	1	—

ARMOR 7 VITAL ARMOR 13 HULL POINTS 5

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Bristling With Guns — This unit can make two Secondary Gunnery attacks against separate targets during your Surface Attack step.

Torpedo Protection — Whenever a torpedo hit is rolled against this unit, roll a die. On a 4 or higher, that hit deals 1 less point of hull damage.

Sharpshooter — Whenever this unit attacks a unit that has concealment, your opponent must roll a 6 on his or her concealment roll to negate this unit's attack.

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HMS REPULSE

SHIP — BATTLESHIP 1939

SPEED — 2

ATTACKS	0	1	2	3
M	14	14	13	11
2	4	4	3	—
3	7	—	—	—
4	1	1	1	—

ARMOR 7 VITAL ARMOR 13 HULL POINTS 5

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Evade Torpedoes — Once per game, when an enemy unit would make a Torpedo attack against this unit, you may roll a die. On a 3 or higher, the Torpedo attack automatically misses instead. This unit can't move during the Sea Movement phase the turn after it uses this ability.

7/40 ★

HMS ROBERTS

SHIP — BATTLESHIP 1941

SPEED — 1

ATTACKS	0	1	2	3
M	11	11	10	8
2	4	4	3	—
3	6	—	—	—

ARMOR 5 VITAL ARMOR 9 HULL POINTS 3

Torpedo Protection — Whenever a torpedo hit is rolled against this unit, roll a die. On a 4 or higher, that hit deals 1 less point of hull damage.

Coastal Deployment — This unit may deploy adjacent to a coast or island sector on your side of the map. If you do, this unit can't claim an objective on turn 1 or 2.

Battery Silencer — This unit rolls one extra attack die when making Gunnery attacks against Shore Batteries and Installations.

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HMS INDEFATIGABLE

SHIP — CARRIER 1944

SPEED — 2

ATTACKS	0	1	2	3
M	6	6	4	—
2	8	—	—	—

ARMOR 5 VITAL ARMOR 11 HULL POINTS 4

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Anti-air attacks this turn.

Expert Torpedoes — Once per turn, you may choose a friendly Torpedo Bomber. That Torpedo Bomber rolls one extra attack die when making Torpedo attacks this turn.

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HMS ARK ROYAL

SHIP — CARRIER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
2	7	—	—	—

ARMOR 5 VITAL ARMOR 10 HULL POINTS 4

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Anti-air attacks this turn.

Expert Torpedoes — Once per turn, you may choose a friendly Torpedo Bomber. That Torpedo Bomber rolls one extra attack die when making Torpedo attacks this turn.

7/64 ★

HMS ILLUSTRIOUS

SHIP — CARRIER 1940

SPEED — 2

ATTACKS	0	1	2	3
M	6	6	4	—
2	8	—	—	—

ARMOR 5 VITAL ARMOR 11 HULL POINTS 4

Base 2 Squadrons

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Expert Torpedoes — Once per turn, you may choose a friendly Torpedo Bomber. That Torpedo Bomber rolls one extra attack die when making Torpedo attacks this turn.

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Anti-air attacks this turn.

Sneak Attack — If you roll 10 or higher on your initiative roll, your Torpedo Bombers roll one extra attack die when making Torpedo attacks this turn.

12/60 ★

HMS VICTORIOUS

SHIP — CARRIER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	6	6	4	—
2	8	—	—	—

ARMOR 5 VITAL ARMOR 11 HULL POINTS 4

Base 2 Squadrons

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Anti-air attacks this turn.

Expert Bomber — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls one extra attack die when making Bomb attacks this turn.

13/40 ★

HMS GLORIOUS

SHIP — CARRIER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	5	4	4	—
2	6	—	—	—

ARMOR 4 VITAL ARMOR 10 HULL POINTS 4

Base 2 Squadrons

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Anti-air attacks this turn.

Expert ASW — Once per turn, you may choose a friendly Torpedo Bomber. That Torpedo Bomber rolls one extra attack die when making ASW attacks this turn.

7/39 ★

HMS FURIOUS 14

SHIP — CARRIER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
T	7	—	—	—

ARMOR 4 VITAL ARMOR 10 HULL POINTS 4

Airfield Strike — Once per game, you can deploy a Fighter to your opponent's land airbase during the Air Mission phase. That fighter can make an Anti-air attack against one enemy Aircraft deployed at the airbase or rearming this turn.

Expert Bomber 2 — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls two extra attack dice when making Bomb attacks this turn.

Poor Facilities — Whenever you return two aircraft to this unit during the Air Return phase, you must place a Rearming counter on one of those aircraft.

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HMSEAGLE 14

SHIP — CARRIER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	6	5	5	4
T	5	—	—	—

ARMOR 4 VITAL ARMOR 10 HULL POINTS 4

Slow 2 — At the beginning of your Sea Movement step, roll a die. On a 2 or less, this unit gets -1 speed this turn.

Expert Torpedoes — Once per turn, you may choose a friendly Torpedo Bomber. That Torpedo Bomber rolls one extra attack die when making Torpedo attacks this turn.

Expert Dogfighter 2 — Once per turn, you may choose a friendly Fighter. That Fighter rolls two extra attack dice when making Anti-air attacks this turn.

9/40 ★

HMS FENCER 14

SHIP — CARRIER 1943

SPEED — 1

ATTACKS	0	1	2	3
M	2	2	2	—
T	5	—	—	—

ARMOR 2 VITAL ARMOR 8 HULL POINTS 3

Base 1 Squadron

Expert ASW — Once per turn, you may choose a friendly Torpedo Bomber. That Torpedo Bomber rolls one extra attack die when making ASW attacks this turn.

Fighter Cover 5 — Once per turn during the Anti-air phase, you may make a 5-dice Anti-air attack against enemy Aircraft within range 3. This attack is in addition to your normal Anti-air attack. The Escort ability works against this attack.

11/60 ♦

HMS NABOB 12

SHIP — CARRIER 1943

SPEED — 1

ATTACKS	0	1	2	3
M	2	2	2	—
T	5	—	—	—

ARMOR 2 VITAL ARMOR 8 HULL POINTS 3

Expert ASW — Once per turn, you may choose a friendly Torpedo Bomber. That Torpedo Bomber rolls one extra attack die when making ASW attacks this turn.

Desperate ASW — Once per turn, when this unit is crippled, you may choose a friendly Torpedo Bomber. That Torpedo Bomber causes an additional ASW Threat attack penalty when making ASW attacks this turn.

Torpedo Survivor — The first time a Torpedo attack would destroy this unit, this unit remains in the game with 1 hull point instead of being destroyed.

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HMS HERMES 11

SHIP — CARRIER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
T	5	—	—	—

ARMOR 3 VITAL ARMOR 9 HULL POINTS 3

Expert Torpedoes — Once per turn, you may choose a friendly Torpedo Bomber. That Torpedo Bomber rolls one extra attack die when making Torpedo attacks this turn.

Night Strike — Once per game, during the Air Mission phase, you may choose a friendly Torpedo Bomber. That Torpedo Bomber receives a +1 on search checks this turn and does not need to make recovery checks if it returns to this unit this turn.

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HMS JAMAICA 15

SHIP — CRUISER 1942

SPEED — 2

ATTACKS	0	1	2	3
M	8	7	7	6
T	4	4	3	—
ASW	7	—	—	—
Sub	2	2	1	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Cruiser Hunter — This unit rolls one extra die when making Main Gunnery attacks against Cruisers.

Chase — At the end of the Sea Movement phase, if there are no enemy Ships within range 3 of this unit, you may move this unit one sector toward the nearest enemy Ship.

Flotilla Leader — You get +1 initiative for each Destroyer you control up to a maximum of +3.

13/60 ♦

HMS BELFAST 14

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	8	8	7	6
T	4	4	3	—
ASW	7	—	—	—
Sub	2	2	1	—

ARMOR 4 VITAL ARMOR 10 HULL POINTS 3

Flagship 1

Sharpshooter — Whenever this unit attacks a unit that has concealment, your opponent must roll a 6 on his or her concealment roll to negate this unit's attack.

Bad Weather Fighter — Whenever you make a concealment roll for this unit, add +1 to the roll.

5/40 ♦

HMS KENT 13

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	9	9	8	7
T	5	—	—	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Flagship 1

Escort Killer — This unit can make two Gunnery attacks against separate targets during your Surface Attack phase if at least one of the targets is a Destroyer.

Shadow Battleship — Once per game, at the beginning of the Surface Attack phase, choose an enemy Battleship at range 3 or greater. That Battleship can't attack this unit during this phase.

14/60 ★

HMS AJAX 13

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	7	7	6	5
T	6	—	—	—
ASW	2	2	1	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Pursuit Ship — Instead of moving this unit during your Sea Movement step, if you are the first player for this turn, you may choose a local enemy Ship. If that ship is within range 2 at the end of your opponent's Sea Movement step, put this unit in that Ship's sector.

6/64 ♦

HMS SHEFFIELD

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	8	7	7	6
T	4	4	3	—
B	7	—	—	—
P	2	1	1	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Evasive Torpedoes — Once per game, when an enemy unit would make a Torpedo attack against this unit, you may roll a die. On a 3 or higher, the Torpedo attack automatically misses instead. This unit can't move during the Sea Movement phase the turn after it uses this ability.

Destroyer Hunter — This unit rolls one extra die when making Gunnery attacks against enemy Destroyers.

7/40

HMS EXETER

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	8	8	7	6
T	5	—	—	—
B	2	2	1	—

ARMOR 3 VITAL ARMOR 9 HULL POINTS 3

Determination — Whenever this unit would be destroyed, roll a die. On a 5 or higher, the destruction is prevented and this unit remains in the game with 1 hull point.

8/64

HMS PENELOPE

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	6	6	5	5
T	6	—	—	—
B	2	2	1	—

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Raider — This unit rolls one extra attack die when making Gunnery attacks against Destroyers and Auxiliary units.

Evade Bombs — Once per game, when this unit is the target of a Bomb attack, you may roll a die. On a 4 or higher, the Bomb attack misses.

Night Fighter — Once per game, if it's turn 4 or later, this unit may reroll one Gunnery attack.

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HMS HAWKINS

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	8	8	7	6
T	5	—	—	—
B	2	1	—	—

ARMOR 3 VITAL ARMOR 9 HULL POINTS 3

Bad Weather Fighter — Whenever you make a concealment roll for this unit, add +1 to the roll.

Raider Hunter — This unit rolls one extra attack die when making Gunnery attacks against Cruisers and Auxiliary units.

10/40

HMS DUNEDIN

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	6	5	5	4
T	4	—	—	—
B	2	2	1	—

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Raider Hunter — This unit rolls one extra attack die when making Gunnery attacks against Cruisers and Auxiliary units.

Convoy Guard — Enemy Ships roll one less attack die when making Gunnery attacks against friendly Auxiliaries in the same sector as this unit.

Capture Codes — At the end of the Surface Attack phase, if this unit is local or adjacent to an enemy Auxiliary that was destroyed during the turn, choose a friendly Destroyer. That Destroyer may move one sector toward the nearest enemy Submarine.

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HMS EURYALUS

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	6	5	5	—
T	7	—	—	—
B	2	2	1	—

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Chase the Salvos — Whenever an enemy Battleship makes a Main Gunnery attack against this unit, roll a die. On a 5 or higher, this unit takes no damage from that attack.

6/39

HMS JAVELIN

SHIP — DESTROYER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
T	5	—	—	—
B	5	—	—	—
P	2	2	1	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Sub Hunter — At the end of the second player's Sea Movement step, you may place this unit in an adjacent sector that contains an enemy Submarine.

Lay Smoke Screen — Instead of attacking during your Surface Attack step, this unit can make a local smoke screen. A sector containing a smoke screen blocks line of sight. A unit in a smoke screen has concealment. Remove the smoke screen at the end of the next turn.

10/64

HMS SAUMAREZ

SHIP — DESTROYER 1943

SPEED — 2

ATTACKS	0	1	2	3
M	4	3	3	—
T	5	—	—	—
B	6	—	—	—
P	2	2	1	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Sub Hunter — At the end of the second player's Sea Movement phase, you may place this unit in an adjacent sector that contains an enemy Submarine.

Battleship Killer — This unit rolls one extra attack die when making Torpedo attacks against Battleships.

Night Fighter — Once per game, if it's turn 4 or later, this unit may reroll one Gunnery attack.

8/40

HMS GLOWWORM

SHIP — DESTROYER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
T	4	—	—	—
B	4	—	—	—
P	2	2	1	—

ARMOR 2 VITAL ARMOR 6 HULL POINTS 2

Desperate Ram — During your Sea Movement step, you may choose a local enemy Ship and roll a die. If the result is higher than that Ship's armor, it takes 1 point of hull damage. Destroy this unit after rolling the die.

Destroyer Hunter — This unit rolls one extra attack die when making Gunnery attacks against Destroyers.

Lay Smoke Screen — Instead of attacking during your Surface Attack phase, this unit can make a local smoke screen. A sector containing a smoke screen blocks line of sight. A unit in a smoke screen has concealment. Remove the smoke screen at the end of the next turn.

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HMS COSSACK

SHIP — DESTROYER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	6	5	5	—
A	5	—	—	—
S	5	—	—	—
T	1	1	1	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Chase the Salvos — Whenever an enemy Battleship makes a Main Gun attack against this unit, roll a die. On a 5 or higher, this unit takes no damage from that attack.

Valiant Stand — This unit rolls one extra attack die when making Torpedo attacks against Battleships.

11/40

HMS ELECTRA

SHIP — DESTROYER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
A	5	—	—	—
S	5	—	—	—
T	1	1	1	—

ARMOR 2 VITAL ARMOR 6 HULL POINTS 2

Convoy Leader — While you have an Auxiliary Ship in your fleet, you get +1 initiative.

Protect Cripple — This unit gets +1 on each attack die when making Gun, Anti-air, or ASW attacks while in the same sector as a friendly Ship that is crippled.

To The Rescue — At the end of the second player's Sea Movement step, you may place this unit in an adjacent sector that contains a friendly crippled Ship.

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HMS LEDBURY

SHIP — DESTROYER 1942

SPEED — 2

ATTACKS	0	1	2	3
M	4	3	2	—
A	5	—	—	—
S	6	—	—	—
T	—	—	—	—

ARMOR 1 VITAL ARMOR 6 HULL POINTS 2

Close Escort — The sector this unit is in can contain three friendly Ships instead of two.

Desperate AA — Once per game, before you roll this unit's Anti-air attack against an enemy Aircraft, you may declare that you're using Desperate AA. If you do, roll two extra attack dice against that Aircraft.

Guard The Convoy — While this unit is in the same sector as a friendly Auxiliary unit, enemy units can't attack that Auxiliary unit until this unit has been attacked at least once in the same phase.

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HMS SWALE

SHIP — DESTROYER 1942

SPEED — 2

ATTACKS	0	1	2	3
M	3	2	2	—
A	3	—	—	—
S	5	—	—	—
T	—	—	—	—

ARMOR 2 VITAL ARMOR 5 HULL POINTS 2

Slow 2 — At the beginning of your Sea Movement phase, roll a die. On a 2 or less, this unit has -1 speed this turn.

Sub Hunter — At the end of the second player's Sea Movement phase, you may place this unit in an adjacent sector that contains an enemy Submarine.

8/39

VOSPERS MTB

SHIP — TORPEDO BOAT 1940

SPEED — 3

ATTACKS	0	1	2	3
M	1	1	—	—
A	2	—	—	—
S	3	—	—	—
T	3	2	1	—

ARMOR 1 VITAL ARMOR 2 HULL POINTS 1

No Sea Control — This unit can't claim objectives.

Shallow Draft — This unit can enter sectors that contain islands.

High-Speed Evasion — Whenever this unit is attacked by an enemy Ship, roll a die. On a 5 or higher, this unit takes no damage from that attack.

Land Secret Cargo 2 — At the end of a turn, if this unit is in or adjacent to an island or coast sector on your opponent's side of the map and no enemy Ships are local or adjacent, you score 2 victory points. You can only use Land Secret Cargo once per game.

8/40

HMS TRUCULENT

SUBMARINE 1943

SPEED — 1

ATTACKS	0	1	2	3
T	4	3	2	—
M	—	—	—	—
A	—	—	—	—
S	—	—	—	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 2

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Run Silent — If this unit doesn't move during your Sea Movement step, ASW attacks against it get -1 on each attack die this turn.

12/64

HMS UPHOLDER

SUBMARINE 1940

SPEED — 1

ATTACKS	0	1	2	3
T	2	2	1	—
M	—	—	—	—
A	—	—	—	—
S	—	—	—	—

ARMOR 3 VITAL ARMOR 5 HULL POINTS 1

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Fighting Instinct — When this unit damages or destroys an enemy Ship with its Torpedo attack for the first time, it rolls one extra attack die when making Torpedo attacks for the rest of the game.

Elusive Quarry — Ships with Sub Hunter can't use that ability against this unit.

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HMS MANXMAN

SHIP — AUXILIARY 1941

SPEED — 2

ATTACKS	0	1	2	3
M	4	3	3	—
A	6	—	—	—
S	—	—	—	—
T	—	—	—	—

ARMOR 2 VITAL ARMOR 8 HULL POINTS 2

Covert Deployment — This unit may begin the game undeployed. Set this unit aside. It is out of play. Deploy it on turn 1 at the end of the Air Return phase in any sector on your side of the map. This unit can't claim an objective on turn 1 or 2.

Mines — Once per game, instead of making an attack in the Surface Attack phase, this unit can mine its sector. Place a marker on that sector. Whenever a Ship enters the mined sector, roll a die. On a 1, the Ship takes 1 point of hull damage. On a 2, the Ship takes 2 points of hull damage. Torpedo defense works against this damage.

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HMS HALCYON

SHIP — AUXILIARY 1939

SPEED — 1

ATTACKS	0	1	2	3
M	3	2	1	—
A	3	—	—	—
S	2	—	—	—
T	—	—	—	—

ARMOR 1 VITAL ARMOR 5 HULL POINTS 2

Sweep Mines — Instead of attacking during your Surface Attack step, this unit can attempt to sweep mines in its sector. If it does, roll a die. On a 3 or higher, remove a mine counter from the sector.

Evacuate — At the end of a turn, if this unit is adjacent to a coast or island on your opponent's side of the map, score 1 victory point. After scoring this victory point, if this unit is in your ship deployment area at the end of a turn, score an additional 3 victory points. You can score each award only once per game.

5/40

SUNDERLAND Mk. I

10

AIRCRAFT — PATROL BOMBER 1939

SPEED — A

ATTACKS	0	1	2	3
7				
3				

ARMOR 4 VITAL ARMOR 7 HULL POINTS 1

Loiter — Rearming counters aren't placed on this unit during the Air Return phase.

Defensive Armament — Whenever this unit is attacked by an enemy Fighter during the Air Defense phase, this unit gets +2 armor this turn.

Mines — Once per game, instead of making an attack in the Air Attack phase, this unit can mine its sector. Place a marker on that sector. Whenever a Ship enters the mined sector, roll a die. On a 1, the Ship takes 1 point of hull damage. On a 2, the Ship takes 2 points of hull damage. Torpedo defense works against this damage.

14/40

HALIFAX GR Mk. V

6

AIRCRAFT — PATROL BOMBER 1942

SPEED — A

ATTACKS	0	1	2	3
10				
2				

ARMOR 4 VITAL ARMOR 8 HULL POINTS 1

Defensive Armament — Whenever this unit is attacked by an enemy Fighter during the Air Defense phase, this unit gets +2 armor this turn.

Hi-Level Bomber — Whenever this unit makes a Bomb attack, it only scores hits on a 6. This unit can't hit Destroyers or Torpedo Boats with Bomb attacks.

ASW Pinpointer — Ships roll one extra attack die when making ASW attacks against any submarine this unit attacks this turn.

10/60

BARRACUDA Mk. II

12

AIRCRAFT — DIVE BOMBER 1943

SPEED — A

ATTACKS	0	1	2	3
3				
2				
8				

ARMOR 5 VITAL ARMOR 7 HULL POINTS 1

Mission Selection — This unit counts as either a Dive Bomber or a Torpedo Bomber.

Determined Attack — Whenever this unit is aborted by a Ship's Anti-air attack, you may roll a die. On a 1, destroy this unit. On a 4 or higher, this unit can make either a Bomb attack or a Torpedo attack during the Air Attack phase. You get -1 on each attack die for that Bomb attack, or roll one less attack die for that Torpedo attack.

9/60

SWORDFISH Mk. II

10

AIRCRAFT — TORPEDO BOMBER 1939

SPEED — A

ATTACKS	0	1	2	3
3				
3				

ARMOR 3 VITAL ARMOR 6 HULL POINTS 1

Lucky Hit — Whenever this unit hits an enemy Battleship with a Torpedo attack, roll a die. On a 5 or higher, that Battleship can't move next turn.

14/64

SWORDFISH Mk. I

9

AIRCRAFT — TORPEDO BOMBER 1939

SPEED — A

ATTACKS	0	1	2	3
2				
2				

ARMOR 3 VITAL ARMOR 6 HULL POINTS 1

Battleship Killer — This unit rolls one extra attack die when making Torpedo attacks against Battleships.

Deceptive Target — Enemy Ships get -1 on each attack die when making Anti-air attacks against this unit.

2/40

SEAFIRE Mk. III

8

AIRCRAFT — FIGHTER 1943

SPEED — A

ATTACKS	0	1	2	3
3				
8				

ARMOR 6 VITAL ARMOR 8 HULL POINTS 1

Combat Air Patrol — At the end of the Air Mission phase, if this unit is in a sector that contains a friendly Carrier and no enemy Aircraft, you may move this unit to a sector within range 2 that contains an enemy Aircraft.

Defend The Flattop — While this unit is in the same sector as a friendly Carrier, it rolls one extra attack die when making Anti-air attacks.

Great Agility — When an enemy Fighter rolls successes exactly equal to this unit's vital armor and would destroy it, abort this unit instead.

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SKUA Mk. II

7

AIRCRAFT — FIGHTER 1939

SPEED — A

ATTACKS	0	1	2	3
4				
6				

ARMOR 4 VITAL ARMOR 6 HULL POINTS 1

Interceptor — If there are no enemy Fighters in the same sector as this unit, this unit rolls one extra attack die when making Anti-air attacks against enemy Bombers.

Mission Selection — This unit counts as either a Dive Bomber or a Fighter. (Choose the unit's role when you place it during the Air Mission phase.)

ASW Bomber 2 — Once per game, instead of making a Bomb attack during your Air Attack step, this unit can make a 2 dice ASW attack.

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FULMAR Mk. II

5

AIRCRAFT — FIGHTER 1940

SPEED — A

ATTACKS	0	1	2	3
2				
5				

ARMOR 4 VITAL ARMOR 7 HULL POINTS 1

Bomber Killer — This unit rolls 1 extra attack die when making Anti-air attacks against Bombers with a Vital Armor of 7 or less.

Alternate Ordnance 6 — Once per game, instead of making an Anti-air attack in the Air Defense phase, this unit may make a 6-dice Bomb attack in the Air Attack phase.

Fleet Air Patrol — At the end of the Air Mission phase, if this unit is in a sector that contains a friendly Ship and no enemy Aircraft, you may move this unit to a sector within range 2 that contains an enemy Aircraft.

Skilled Search — This unit gets +1 on each long-range search check.

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SEA HURRICANE Mk. IB

5

AIRCRAFT — FIGHTER 1941

SPEED — A

ATTACKS	0	1	2	3
2				
6				

ARMOR 5 VITAL ARMOR 8 HULL POINTS 1

Defend The Flattop — While this unit is in the same sector as a friendly Carrier, it rolls one extra attack die when making Anti-air attacks.

Escort — If this unit is in the same sector as a friendly Bomber, enemy Fighters get -1 on each attack die when making Anti-air attacks against that Bomber.

13/64

UNITED KINGDOM -7



MARTLET Mk. II

6

AIRCRAFT — FIGHTER 1941

SPEED — A

ATTACKS	0	1	2	3
	2	—	—	—
	7	—	—	—

ARMOR 6 VITAL ARMOR 8 HULL POINTS 1

Combat Air Patrol — At the end of the Air Mission phase, if this unit is in a sector that contains a friendly Carrier and no enemy Aircraft, you may move this unit to a sector within range 2 that contains an enemy Aircraft.

Escort — If this unit is in the same sector as a friendly Bomber, enemy Fighters get -1 on each attack die when making Antiair attacks against that Bomber.

Rugged — When an enemy unit rolls exactly 8 successes against this unit with an Antiair attack and would destroy it, roll a die. On a 4 or higher, abort this unit instead.

9/40



BEAUFIGHTER TF Mk. X

9

AIRCRAFT — FIGHTER 1943

SPEED — A

ATTACKS	0	1	2	3
	4	—	—	—
	6	—	—	—
	2	—	—	—

ARMOR 5 VITAL ARMOR 8 HULL POINTS 1

Land Based — This unit can't be based on a Carrier.

Expert Strafer — This unit can make Gunnery attacks without taking penalties to its armor or vital armor.

17/60



RAFCC MOSQUITO Mk. VI

7

AIRCRAFT — FIGHTER 1943

SPEED — A

ATTACKS	0	1	2	3
	5	—	—	—
	6	—	—	—

ARMOR 5 VITAL ARMOR 9 HULL POINTS 1

Land Fighter — This unit can't be based on a Carrier, and it can't benefit from the Expert Dogfighter bonus.

Interceptor 2 — If there are no enemy Fighters in the same sector as this unit, this unit rolls two extra attack dice when making Antiair attacks against enemy Bombers.

Expert Strafer — This unit can make Gunnery attacks without taking penalties to its armor or vital armor.

Flak Suppression — At the end of Air Mission phase, you may choose a local enemy Ship. If you do, that Ship gets -1 on each attack die when making Antiair attacks this turn, and this unit can't make any attacks this turn.

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USS MONTANA (BB 67) 80

SHIP — BATTLESHIP 1945
SPEED — 2

ATTACKS	0	1	2	3
M	19	19	18	16
2	6	6	5	5
3	9	7	5	—

ARMOR 10 VITAL ARMOR 16 HULL POINTS 6

Bristling with Guns — This unit can make two Secondary Gunnery attacks against separate targets during your Surface Attack step.

Extended Range 5 — While undamaged, this unit can make range-4 or range-5 Main Gunnery attacks using its range-3 attack value.

Heavy Anti-air 2 — This unit's Anti-air attack has range 2.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

17/40 ★

USS MISSOURI (BB 63) 73

SHIP — BATTLESHIP 1944
SPEED — 2

ATTACKS	0	1	2	3
M	18	18	17	15
2	6	6	5	—
3	9	7	—	—

ARMOR 9 VITAL ARMOR 15 HULL POINTS 6

Flagship 2

Bristling with Guns — This unit can make two Secondary Gunnery attacks against separate targets during your Surface Attack phase.

Heavy Anti-air — This unit's Anti-air attack has range 1.

Extended Range 5 — While undamaged, this unit can make range-4 or range-5 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

28/60 ★

USS NEW JERSEY (BB 62) 70

SHIP — BATTLESHIP 1943
SPEED — 2

ATTACKS	0	1	2	3
M	18	18	17	15
2	6	6	5	—
3	9	—	—	—

ARMOR 9 VITAL ARMOR 15 HULL POINTS 6

Carrier Leader — You get +1 initiative for each Carrier you control up to a maximum of +3.

Bristling with Guns — This unit can make two Secondary Gunnery attacks against separate targets during your Surface Attack step.

Extended Range 5 — While undamaged, this unit can make range-4 or range-5 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

18/40 ★

USS WISCONSIN (BB-64) 69

SHIP — BATTLESHIP 1944
SPEED — 2

ATTACKS	0	1	2	3
M	18	18	17	15
2	6	6	5	—
3	9	—	—	—

ARMOR 9 VITAL ARMOR 15 HULL POINTS 6

Bristling With Guns — This unit can make two Secondary Gunnery attacks against separate targets during your Surface Attack step.

Bad Weather Fighter — Whenever you make a concealment roll for this unit, add +1 to the roll.

Extended Range 5 — While undamaged, this unit can make range-4 or range-5 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

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USS IOWA (BB 61) 68

SHIP — BATTLESHIP 1943
SPEED — 2

ATTACKS	0	1	2	3
M	18	18	17	15
2	6	6	5	—
3	9	—	—	—

ARMOR 9 VITAL ARMOR 15 HULL POINTS 6

Bristling with Guns — This unit can make two Secondary Gunnery attacks against separate targets during your Surface Attack step.

Extended Range 5 — While undamaged, this unit can make range-4 or range-5 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

27/64 ★

USS NORTH CAROLINA (BB 55) 58

SHIP — BATTLESHIP 1942
SPEED — 2

ATTACKS	0	1	2	3
M	17	17	16	14
2	6	6	5	—
3	8	—	—	—

ARMOR 8 VITAL ARMOR 14 HULL POINTS 5

Flagship 2

Bristling with Guns — This unit can make two Secondary Gunnery attacks against separate targets during your Surface Attack phase.

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Anti-air Barrage — This unit can make two Anti-air attacks against separate targets during your Air Defense phase. This unit has a 5-dice Anti-air attack against the second target.

16/40 ★

USS WASHINGTON (BB 56) 56

SHIP — BATTLESHIP 1941
SPEED — 2

ATTACKS	0	1	2	3
M	17	17	16	14
2	6	6	5	—
3	8	—	—	—

ARMOR 8 VITAL ARMOR 14 HULL POINTS 5

Bristling with Guns — This unit can make two Secondary Gunnery attacks against separate targets during your Surface Attack step.

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

33/64 ★

USS MASSACHUSETTS (BB 59) 56

SHIP — BATTLESHIP 1942
SPEED — 2

ATTACKS	0	1	2	3
M	17	17	16	14
2	6	6	5	—
3	8	—	—	—

ARMOR 9 VITAL ARMOR 14 HULL POINTS 5

Bristling with Guns — This unit can make two Secondary Gunnery attacks against separate targets during your Surface Attack phase.

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

27/60 ★

USS SOUTH DAKOTA (BB 57) 56

SHIP — BATTLESHIP 1942
SPEED — 2

ATTACKS	0	1	2	3
M	17	17	16	14
2	5	5	4	—
3	8	—	—	—

ARMOR 9 VITAL ARMOR 14 HULL POINTS 5

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Bristling With Guns — This unit can make two Secondary Gunnery attacks against separate targets during your Surface Attack step.

Covering Fire — Whenever this unit attacks a Ship during the Surface Attack phase, during its next turn, that Ship gets -1 on each attack die when making Gunnery attack rolls against units other than this unit.

Power Failure — The first time you roll a natural 3 or less for Initiative, this unit suffers the effects of being crippled until the end of the turn (it isn't automatically reduced to 1 hull point).

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USS WEST VIRGINIA (BB 48) 47

SHIP — BATTLESHIP 1941

SPEED — 2

ATTACKS	0	1	2	3
M	16	16	15	12
T	6	5	4	3
B	4	4	3	—
W	7	—	—	—

ARMOR 8 VITAL ARMOR 14 HULL POINTS 5

Radar Solution — The first time you make a Main Gun attack during the game, the attacking unit rolls one extra attack die. If this unit is undamaged, the attacking unit can make the Main Gun attack against an enemy unit in darkness within range 4 without a penalty.

Extended Range 4

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Slow 2

21/40 ★

USS CALIFORNIA (BB 44) 45

SHIP — BATTLESHIP 1941

SPEED — 2

ATTACKS	0	1	2	3
M	15	15	14	11
T	5	5	4	—
B	7	—	—	—

ARMOR 8 VITAL ARMOR 14 HULL POINTS 5

Flagship 1

Slow 2 — At the beginning of your Sea Movement phase, roll a die. On a 2 or less, this unit gets -1 speed this turn.

Extended Range 4 — While undamaged, this unit can make range-4 Main Gun attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

22/60 ★

USS MISSISSIPPI (BB 41) 44

SHIP — BATTLESHIP 1941

SPEED — 2

ATTACKS	0	1	2	3
M	15	15	14	11
T	5	5	4	—
B	7	—	—	—

ARMOR 8 VITAL ARMOR 14 HULL POINTS 5

Slow 2 — At the beginning of your Sea Movement phase, roll a die. On a 2 or less, this unit gets -1 speed this turn.

Extended Range 4 — While undamaged, this unit can make range-4 Main Gun attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Last Salvo — Once per game, if you win your initiative roll, this unit rolls one extra die when making Main Gun attacks this turn.

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USS ARIZONA (BB 39) 44

SHIP — BATTLESHIP 1941

SPEED — 2

ATTACKS	0	1	2	3
M	15	14	13	11
T	6	5	4	3
B	4	4	3	—
W	6	—	—	—

ARMOR 8 VITAL ARMOR 14 HULL POINTS 5

Flagship 1

Inspire to Victory — Once per game, if this unit damages or destroys an enemy Battleship, you can declare you're using Inspire to Victory. If you do, each of your Ships rolls one extra attack die when making Gun attacks during your next turn.

Extended Range 4 — While undamaged, this unit can make Main Gun attacks at range 4 using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Slow 2 — At the beginning of your Sea Movement phase, roll a die. On a 2 or less, this unit has -1 speed this turn.

12/40 ★

USS TENNESSEE (BB 43) 43

SHIP — BATTLESHIP 1941

SPEED — 2

ATTACKS	0	1	2	3
M	15	15	14	11
T	5	5	4	—
B	7	—	—	—

ARMOR 8 VITAL ARMOR 14 HULL POINTS 5

Slow 2 — At the beginning of your Sea Movement step, roll a die. On a 2 or less, this unit gets -1 speed this turn.

Extended Range 4 — While undamaged, this unit can make range-4 Main Gun attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

32/64 ★

USS NEVADA (BB 36) 42

SHIP — BATTLESHIP 1941

SPEED — 2

ATTACKS	0	1	2	3
M	14	14	12	11
T	6	5	4	3
B	4	4	3	—
W	7	—	—	—

ARMOR 8 VITAL ARMOR 14 HULL POINTS 5

Extended Range 4 — While undamaged, this unit can make Main Gun attacks at range 4 using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Slow 2 — At the beginning of your Sea Movement phase, roll a die. On a 2 or less, this unit has -1 speed this turn.

Shore Support — Once per game, instead of making a Main Gun attack, this unit can perform shore bombardment if this unit is in your opponent's ship deployment area. At the end of that turn, score 4 victory points.

13/39 ★

USS TEXAS (BB 35) 30

SHIP — BATTLESHIP 1941

SPEED — 2

ATTACKS	0	1	2	3
M	14	14	13	11
T	5	5	4	—
B	7	—	—	—

ARMOR 8 VITAL ARMOR 12 HULL POINTS 4

Slow 2 — At the beginning of your Sea Movement phase, roll a die. On a 2 or less, this unit gets -1 speed this turn.

Torpedo Protection — Whenever a torpedo hit is rolled against this unit, roll a die. On a 4 or higher, that hit deals 1 less point of hull damage.

Battery Silencer — This unit rolls one extra attack die when making Gun attacks against Shore Batteries and Installations.

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USS ARKANSAS (BB 33) 29

SHIP — BATTLESHIP 1941

SPEED — 2

ATTACKS	0	1	2	3
M	13	13	12	11
T	5	5	4	—
B	7	—	—	—

ARMOR 8 VITAL ARMOR 12 HULL POINTS 4

Slow 2 — At the beginning of your Sea Movement phase, roll a die. On a 2 or less, this unit gets -1 speed this turn.

Torpedo Protection — Whenever a torpedo hit is rolled against this unit, roll a die. On a 4 or higher, that hit deals 1 less point of hull damage.

Cover Landing — Whenever this unit attacks an Installation during the Surface Attack phase, during its next turn, that Installation gets -1 on each attack die when making Gun attack rolls against units other than this unit.

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USS ESSEX (CV 9) 28

SHIP — CARRIER 1943

SPEED — 2

ATTACKS	0	1	2	3
M	6	6	5	—
T	8	—	—	—

ARMOR 4 VITAL ARMOR 11 HULL POINTS 4

Base 4 Squadrons

Flagship 1

Expert Bomber 2 — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls two extra attack dice when making Bomb attacks this turn.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Replenish Aircraft — Once per game, at the beginning of the Air Return phase, choose a friendly Fighter, Dive Bomber, or Torpedo Bomber that has been destroyed and roll a die. On a 4 or higher, return the chosen Aircraft to play, based on this unit. (Your opponent doesn't lose the victory points.)

12/39 ★

USS BUNKER HILL (CV 17) 27

SHIP — CARRIER 1943

SPEED — 2

ATTACKS	0	1	2	3
M	6	6	5	—
A	8	—	—	—

ARMOR 4 VITAL ARMOR 11 HULL POINTS 4

Expert Bomber — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls one extra attack die when making Bomb attacks this turn.

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Antiair attacks this turn.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Installation Strike — Once per turn, when a friendly Dive Bomber damages an enemy Installation, that Installation gets -1 on each attack die when making Gunnery attack rolls this turn.

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USS INTREPID (CV 11) 26

SHIP — CARRIER 1943

SPEED — 2

ATTACKS	0	1	2	3
M	6	6	5	—
A	8	—	—	—

ARMOR 4 VITAL ARMOR 11 HULL POINTS 4

Base 4 Squadrons

Airfield Strike — Once per game, you can deploy a Fighter to your opponent's land airbase during the Air Mission phase. That Fighter can make an Antiair attack against one enemy Aircraft deployed at the airbase or rearming this turn.

Expert Torpedoes — Once per turn, you may choose a friendly Torpedo Bomber. That Torpedo Bomber rolls one extra attack die when making Bomb attacks this turn.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

14/40 ★

USS SARATOGA (CV 3) 26

SHIP — CARRIER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	8	8	7	6
A	5	4	4	—
T	6	—	—	—

ARMOR 5 VITAL ARMOR 12 HULL POINTS 5

Base 3 Squadrons

Expert Torpedoes — Once per turn, you may choose a friendly Torpedo Bomber. That Torpedo Bomber rolls one extra attack die when making Bomb attacks this turn.

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Antiair attacks this turn.

Expert Bomber — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls one extra attack die when making Bomb attacks this turn.

31/60 ★

USS ENTERPRISE (CV 6) 25

SHIP — CARRIER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
A	8	—	—	—

ARMOR 4 VITAL ARMOR 10 HULL POINTS 4

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Antiair attacks this turn.

Expert Bomber 2 — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls two extra attack dice when making Bomb attacks this turn.

Survivor — If this unit receives hits equal to or greater than its vital armor, roll a die. On a 5 or higher, this unit takes 1 point of hull damage instead of being destroyed.

25/64 ★

USS LEXINGTON (CV 2) 24

SHIP — CARRIER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	5	4	4	—
A	7	—	—	—

ARMOR 5 VITAL ARMOR 12 HULL POINTS 5

Base 3 Squadrons

Flagship 1

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Antiair attacks this turn.

Expert Bomber — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls one extra attack die when making Bomb attacks this turn.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

19/40 ★

USS YORKTOWN (CV 5) 23

SHIP — CARRIER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
A	7	—	—	—

ARMOR 4 VITAL ARMOR 10 HULL POINTS 4

Base 3 Squadrons

Expert Dogfighter 2 — Once per turn, you may choose a friendly Fighter. That Fighter rolls two extra attack dice when making Antiair attacks this turn.

Expert Bomber — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls one extra attack die when making Bomb attacks this turn.

Damage Control — At the end of each turn, you may roll a die. On a 5 or higher, remove 1 point of hull damage from this unit. You may remove only 1 point of hull damage per game with this ability.

30/60 ★

USS HORNET (CV 8) 22

SHIP — CARRIER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
A	7	—	—	—

ARMOR 4 VITAL ARMOR 10 HULL POINTS 4

Expert Bomber 2 — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls two extra attack dice when making Bomb attacks this turn.

Embark B-25 — You can base one B-25 on this unit. If you do, other Aircraft based on this unit can't perform missions until the B-25 is destroyed or removed from play. At the beginning of the Air Return phase after the B-25 performs a mission, if it wasn't destroyed, remove it from play and score 12 victory points. You can score victory points from an Embark B-25 ability only once per game.

16/40 ★

USS WASP (CV 7) 19

SHIP — CARRIER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
A	7	—	—	—

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Airfield Strike — Once per game, you can deploy a Fighter to your opponent's land airbase during the Air Mission phase. That Fighter can make an Antiair attack against one enemy Aircraft deployed at the airbase or rearming this turn.

Fighter Umbrella — Once per turn, you may choose a friendly Fighter that aborted or destroyed an enemy Aircraft this turn. That Fighter may move to a sector it's adjacent to that contains an enemy Aircraft and make an Antiair attack with a -1 on each attack die against that Aircraft.

Expert Bomber — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls one extra attack die when making Bomb attacks this turn.

20/40 ★

USS RANGER (CV 4) 16

SHIP — CARRIER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
A	5	—	—	—

ARMOR 2 VITAL ARMOR 8 HULL POINTS 3

Expert Bomber — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls one extra attack die when making Bomb attacks this turn.

Surprise Raid — If you roll 10 or higher on your initiative roll, choose two enemy Ships. Those Ships roll one less attack die when making Antiair attacks this turn.

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UNITED STATES -4

USS PRINCETON (CVL 23) 16

SHIP — CARRIER 1943

SPEED — 2

ATTACKS	0	1	2	3
M	0	—	—	—
A	8	—	—	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Anti-air attacks this turn.

Expert Bomber — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls one extra attack die when making Bomb attacks this turn.

28/64 ★

USS INDEPENDENCE (CVL 22) 15

SHIP — CARRIER 1943

SPEED — 2

ATTACKS	0	1	2	3
M	0	—	—	—
A	6	—	—	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Anti-air attacks this turn.

Night Operations — Aircraft that return to this unit do not need to make recovery checks.

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USS GUADALCANAL (CVE-60) 13

SHIP — CARRIER 1943

SPEED — 1

ATTACKS	0	1	2	3
M	2	2	2	—
A	5	—	—	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 3

Hunter-Killer Group — Friendly Destroyers roll one extra attack die when making ASW attacks against enemy Submarines that were attacked this turn by Aircraft based on this unit.

Fighter Cover 5 — Once per turn during the Anti-air phase, you may make a 5-dice Anti-air attack against an enemy Aircraft within range 3. This attack is in addition to your normal Anti-air attack. The Escort ability works against this attack.

15/40 ♦

USS St. Lo (CVE 63) 10

SHIP — CARRIER 1943

SPEED — 1

ATTACKS	0	1	2	3
M	2	2	2	—
A	5	—	—	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 3

Expert ASW — Once per turn, you may choose a friendly Torpedo Bomber. That Torpedo Bomber rolls one extra attack die when making ASW attacks this turn.

30/64 ♦

USS ALASKA (CB 1) 28

SHIP — CRUISER 1944

SPEED — 2

ATTACKS	0	1	2	3
M	13	13	12	11
T	5	5	4	—
A	8	—	—	—

ARMOR 7 VITAL ARMOR 12 HULL POINTS 4

Extended Range 4 — While undamaged, this unit can make Main Gunnery attacks at range 4 using its range-3 attack value.

Fighter Director — Once per turn, you may choose a friendly Fighter within range 3 that aborted or destroyed an enemy Aircraft this turn. That Fighter may move to a sector it's adjacent to that contains an enemy Aircraft and make an Anti-air attack with a +1 on each attack die against that Aircraft.

31/40 ★

USS BALTIMORE (CA 68) 18

SHIP — CRUISER 1943

SPEED — 2

ATTACKS	0	1	2	3
M	10	10	9	8
T	5	5	4	—
A	8	—	—	—

ARMOR 5 VITAL ARMOR 10 HULL POINTS 3

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

22/64 ★

USS MONTEPELIER (CL 57) 17

SHIP — CRUISER 1943

SPEED — 2

ATTACKS	0	1	2	3
M	8	8	8	7
T	5	5	4	—
A	7	5	—	—

ARMOR 5 VITAL ARMOR 10 HULL POINTS 3

Flagship 1

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Radar Fire Control — While undamaged, this unit rolls one extra attack die when making Main Gunnery attacks.

Heavy Anti-air — This unit's Anti-air attack has range 1.

4/8

USS SAN FRANCISCO (CA 38) 16

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	9	8	8	6
T	5	4	4	—
A	6	—	—	—

ARMOR 5 VITAL ARMOR 10 HULL POINTS 3

Flagship 1

Survivor — If this unit receives hits equal to or greater than its vital armor, roll a die. On a 5 or higher, this unit takes 1 point of hull damage instead of being destroyed.

Flotilla Leader — You get +1 initiative for each Destroyer you control up to a maximum of +3.

29/60 ★

USS QUINCY (CA 71) 16

SHIP — CRUISER 1944

SPEED — 2

ATTACKS	0	1	2	3
M	10	10	9	8
T	5	5	4	—
A	8	—	—	—

ARMOR 5 VITAL ARMOR 10 HULL POINTS 3

Extended Range 4 — While undamaged, this unit can make Main Gunnery attacks at range 4 using its range-3 attack value.

Torpedo Protection — Whenever a torpedo hit is rolled against this unit, roll a die. On a 4 or higher, that hit deals 1 less point of hull damage.

Battery Silencer — This unit rolls one extra attack die when making Gunnery attacks against Shore Batteries and Installations.

14/39 ★

USS CLEVELAND (CL 55) 16

SHIP — CRUISER 1942
SPEED — 2

ATTACKS	0	1	2	3
M	8	8	8	7
A	5	5	4	—
AA	8	—	—	—

ARMOR 5 VITAL ARMOR 10 HULL POINTS 3

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Radar Fire Control — While undamaged, this unit rolls one extra attack die when making Main Gunnery attacks.

Improved Radar — This unit can attack enemy units that have concealment without a penalty. Fog, smoke screens, and squalls don't block this unit's ability to trace line of sight to an enemy unit.

23/60

USS NEW ORLEANS (CA-32) 15

SHIP — CRUISER 1941
SPEED — 2

ATTACKS	0	1	2	3
M	9	8	8	6
A	5	4	4	—
AA	6	—	—	—

ARMOR 5 VITAL ARMOR 10 HULL POINTS 3

Determination — Whenever this unit would be destroyed, roll a die. On a 5 or higher, the destruction is prevented and this unit remains in the game with 1 hull point.

Desperate AA — Once per game, before you roll this unit's AntiAir attack against an enemy Aircraft, you may declare that you're using Desperate AA. If you do, roll two extra attack dice against that Aircraft.

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USS SALT LAKE CITY (CA 25) 14

SHIP — CRUISER 1941
SPEED — 2

ATTACKS	0	1	2	3
M	9	9	8	7
A	4	4	3	—
AA	6	—	—	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Damage Control — At the end of each turn, you may roll a die. On a 5 or higher, remove 1 point of hull damage from this unit. You may remove only 1 point of hull damage per game with this ability.

29/64

USS HOUSTON (CA 30) 14

SHIP — CRUISER 1941
SPEED — 2

ATTACKS	0	1	2	3
M	9	8	8	6
A	5	4	4	—
AA	6	—	—	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Flagship 2

Desperate AA — Once per game, before you roll this unit's AntiAir attack against an enemy Aircraft, you may declare that you're using Desperate AA. If you do, roll two extra attack dice against that Aircraft.

Tough Cruiser 1 — Whenever an enemy Destroyer or Fighter makes a Gunnery attack against this unit, this unit gets +1 armor against that attack.

18/40

USS BOISE (CL 47) 13

SHIP — CRUISER 1941
SPEED — 2

ATTACKS	0	1	2	3
M	9	8	8	7
A	4	4	3	—
AA	6	—	—	—

ARMOR 4 VITAL ARMOR 10 HULL POINTS 3

Rapid Fire — Once per game, before you roll this unit's Main Gunnery attack against an enemy Ship, you can declare you are using Rapid Fire. If you do, roll two extra attack dice against that Ship.

24/64

USS INDIANAPOLIS (CA 35) 13

SHIP — CRUISER 1941
SPEED — 2

ATTACKS	0	1	2	3
M	9	8	8	6
A	5	4	4	—
AA	6	—	—	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Carrier Screen — If this unit is in the same sector as a friendly Carrier, this unit rolls one extra attack die when making AntiAir attacks.

Secret Cargo 6 — At the end of a turn, if this unit is adjacent to an island or coast on your opponent's side of the map and no enemy Ships are local or adjacent, you score 6 victory points. You can only use Secret Cargo 6 once per game.

Classified Orders — No victory points may be gained from Rescue Operations when this Ship is destroyed.

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USS PHOENIX (CL 46) 12

SHIP — CRUISER 1941
SPEED — 2

ATTACKS	0	1	2	3
M	9	8	8	7
A	4	4	3	—
AA	6	—	—	—

ARMOR 4 VITAL ARMOR 10 HULL POINTS 3

Shore Support — Once per game, instead of making a Main Gunnery attack, this unit can perform shore bombardment if this unit is in your opponent's ship deployment area. At the end of that turn, score 4 victory points.

Tough Cruiser 1 — Whenever an enemy Destroyer or Fighter makes a Gunnery attack against this unit, this unit gets +1 armor against that attack.

19/40

USS ATLANTA (CL 51) 12

SHIP — CRUISER 1942
SPEED — 2

ATTACKS	0	1	2	3
M	6	6	5	—
A	8	—	—	—
AA	1	1	—	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

AntiAir Specialist — This unit can make two AntiAir attacks against separate targets during your Air Defense step.

21/64

USS SAN DIEGO (CL 53) 11

SHIP — CRUISER 1942
SPEED — 2

ATTACKS	0	1	2	3
M	6	6	5	—
A	8	6	—	—
AA	1	1	—	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Near Miss — The first time an attack would damage or destroy this unit, roll a die. On a 4 or higher, that attack has no effect instead.

Heavy AntiAir — This unit's AntiAir attack has range 1.

19/40

USS RICHMOND (CL 9)

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	5	4	4	3
A	6	—	—	—
S	1	1	—	—

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Flagship 1

Bad Weather Fighter — Whenever you make a concealment roll for this unit, add +1 to the roll.

Unmask Guns — If you win initiative, this unit rolls two extra attack dice when making Gunnery attacks this turn.

18/40

USS PHELPS (DD 360)

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	6	5	5	—
A	5	—	—	—
S	4	—	—	—
T	2	2	—	—

ARMOR 2 VITAL ARMOR 8 HULL POINTS 2

Destroyer Leader — While you control another Destroyer, you get +1 initiative.

Establish Screen — Choose one local or adjacent Cruiser or Destroyer. After both fleets are deployed, this unit and the chosen unit can move one sector.

Bad Weather Fighter — Whenever you make a concealment roll for this unit, add +1 to the roll.

17/40

USS LAFFEY (DD 724)

SHIP — DESTROYER 1944

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
A	6	5	—	—
S	5	—	—	—
T	2	2	1	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Heavy Antiair — This unit's Antiair attack has range 1.

Radar Picket — Once per game, at the end of the Air Mission phase, you can move one friendly Fighter that is in a sector that doesn't contain enemy Aircraft to any sector that contains an enemy Aircraft.

Uniquely Tough — Bomb attacks can't destroy this unit. This unit can't lose its last hull point to a Bomb attack, and Bomb attacks that equal or exceed this unit's vital armor cripple it instead.

26/60

USS TAYLOR (DD 468)

SHIP — DESTROYER 1942

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
A	6	—	—	—
S	5	—	—	—
T	2	2	1	—

ARMOR 3 VITAL ARMOR 7 HULL POINTS 2

Sub Hunter — At the end of the second player's Sea Movement step, you may place this unit in an adjacent sector that contains an enemy Submarine.

Radar Fire Control — While undamaged, this unit rolls one extra attack die when making Main Gunnery attacks.

2/8

USS JOHNSTON (DD-557)

SHIP — DESTROYER 1943

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
A	6	—	—	—
S	5	—	—	—
T	2	2	1	—

ARMOR 3 VITAL ARMOR 7 HULL POINTS 2

Opening Salvo — This unit rolls one extra attack die when making either a Gunnery or Torpedo attack for the first time each game.

Stalwart — This unit can make Gunnery attacks with no penalties while crippled.

Establish Screen — Choose one local or adjacent Cruiser or Destroyer. After both fleets are deployed, this unit and the chosen unit can move one sector.

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USS HOEL (DD 533)

SHIP — DESTROYER 1943

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
A	6	—	—	—
S	5	—	—	—
T	2	2	1	—

ARMOR 3 VITAL ARMOR 7 HULL POINTS 2

Chase the Salvos — Whenever an enemy Battleship makes a Main Gunnery attack against this unit, roll a die. On a 3 or higher, this unit takes no damage from that attack.

Lay Smoke Screen — Instead of attacking during your Surface Attack phase, this unit can make a local smoke screen. A smoke screen blocks line of sight into, out of, and through its sector. Units in a smoke screen can't attack each other. Remove the smoke screen at the end of the next turn.

Rapid Fire — Once per game, before you roll this unit's Main Gunnery attack against an enemy Ship, you can declare you're using Rapid Fire. If you do, roll two extra dice against that Ship.

24/60

USS WAINWRIGHT (DD-419)

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
A	5	—	—	—
S	5	—	—	—
T	2	2	1	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Sub Hunter — At the end of the second player's Sea Movement step, you may place this unit in an adjacent sector that contains an enemy Submarine.

AA Veteran — Once per game, this unit may reroll one Antiair attack.

Close Escort — The sector this unit is in can contain three friendly Ships instead of two.

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USS ALLEN M. SUMNER (DD 692)

SHIP — DESTROYER 1944

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
A	6	—	—	—
S	5	—	—	—
T	2	2	1	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Raider — This unit rolls one extra attack die when making Gunnery attacks against Destroyers and Auxiliary units.

Lay Smoke Screen — Instead of attacking during your Surface Attack phase, this unit can make a local smoke screen. A sector containing a smoke screen blocks line of sight through its sector. A unit in the smoke screen has concealment. Remove the smoke screen at the end of the next turn.

Sub Hunter — At the end of the second player's Sea Movement phase, you may place this unit in an adjacent sector that contains an enemy Submarine.

17/40

USS KIDD (DD 661)

SHIP — DESTROYER 1943

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
A	6	—	—	—
S	5	—	—	—
T	2	2	1	—

ARMOR 3 VITAL ARMOR 7 HULL POINTS 2

Desperate AA — Once per game, before you roll this unit's Antiair attack against an enemy Aircraft, you may declare that you're using Desperate AA. If you do, roll two extra attack dice against that Aircraft.

Radar Fire Control — While undamaged, this unit rolls one extra attack die when making Main Gunnery attacks.

15/40

USS SMITH (DD 378) 8

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
T	6	—	—	—
A	5	—	—	—
W	2	2	1	—

ARMOR 2 VITAL ARMOR 6 HULL POINTS 2

Stalwart Antiair — This unit can make Antiair attacks with no penalties while crippled.

Damage Control — At the end of each turn, you may roll a die. On a 5 or higher, remove 1 point of hull damage from this unit. You may remove only 1 point of hull damage per game with this ability.

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USS FLETCHER (DD 445) 7

SHIP — DESTROYER 1942

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
T	6	—	—	—
A	5	—	—	—
W	2	2	—	—

ARMOR 3 VITAL ARMOR 7 HULL POINTS 2

Chase the Salvos — Whenever an enemy Battleship makes a Main Gun attack against this unit, roll a die. On a 5 or higher, this unit takes no damage from that attack.

26/64

USS BAGLEY (DD 386) 7

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
T	5	—	—	—
A	4	—	—	—
W	2	2	2	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Defective Torpedoes — Whenever this unit would make a Torpedo attack, roll a die. On a 2 or less, the attack automatically misses instead.

Sub Hunter — At the end of the second player's Sea Movement phase, you may place this unit in an adjacent sector that contains an enemy Submarine.

11/39

USS GWIN (DD 433) 7

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
T	5	—	—	—
A	4	—	—	—
W	2	2	1	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Destroyer Hunter — This unit rolls one extra attack die when making Gun attack against Destroyers.

Rescue Operations — Once per game, instead of attacking during your Surface Attack step, this unit can perform a rescue mission if it's in a sector where a friendly Ship was destroyed. Score 3 victory points at the end of the turn.

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USS EDSELL (DD-219) 6

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	4	3	3	—
T	4	—	—	—
A	3	—	—	—
W	2	2	—	—

ARMOR 2 VITAL ARMOR 5 HULL POINTS 2

ASW Pinpointer — Ships roll one extra attack die when making ASW attacks against any Submarine this unit attacks this turn.

Chase the Salvos — Whenever an enemy Battleship makes a Main Gun attack against this unit, roll a die. On a 5 or higher, this unit takes no damage from that attack.

Lay Smoke Screen — Instead of attacking during your Surface Attack step, this unit can make a local smoke screen. Units in a sector with a smoke screen have concealment. A smoke screen blocks line of sight through its sector. Remove the smoke screen at the end of the next turn.

14/40

USS SAMUEL B. ROBERTS 6

SHIP — DESTROYER 1944

SPEED — 2

ATTACKS	0	1	2	3
M	3	3	2	—
T	4	—	—	—
A	6	—	—	—
W	1	1	—	—

ARMOR 1 VITAL ARMOR 5 HULL POINTS 2

Slow 1 — At the beginning of your Sea Movement step, roll a die. On a 1, this unit gets -1 speed this turn.

Sub Hunter — At the end of the second player's Sea Movement step, you may place this unit in an adjacent sector that contains an enemy Submarine.

Valiant Stand — This unit rolls one extra attack die when making Torpedo attacks against Battleships.

30/64

USS JOHN C. BUTLER (DE 339) 6

SHIP — DESTROYER 1943

SPEED — 2

ATTACKS	0	1	2	3
M	3	3	2	—
T	5	—	—	—
A	5	—	—	—
W	1	1	—	—

ARMOR 1 VITAL ARMOR 5 HULL POINTS 2

Slow 1 — At the beginning of your Sea Movement phase, roll a die. On a 1, this unit gets -1 speed this turn.

Lay Smoke Screen — Instead of attacking during your Surface Attack phase, this unit can make a local smoke screen. A smoke screen blocks line of sight into, out of, and through its sector. Units in a smoke screen can't attack each other. Remove the smoke screen at the end of the next turn.

Antiair Specialist — This unit can make two Antiair attacks against separate targets during your Air Defense phase.

25/60

PT BOAT 6

SHIP — TORPEDO BOAT 1943

SPEED — 3

ATTACKS	0	1	2	3
M	1	1	—	—
T	3	—	—	—
A	3	—	—	—
W	3	2	—	—

ARMOR 1 VITAL ARMOR 2 HULL POINTS 1

Shallow Draft — This unit can enter sectors that contain islands or shoals.

High-Speed Evasion — Whenever this unit is attacked by an enemy Ship, roll a die. On a 5 or higher, this unit takes no damage from that attack.

No Sea Control — This unit can't claim objectives.

17/64

USS ARCHERFISH (SS 311) 15

SUBMARINE 1943

SPEED — 1

ATTACKS	0	1	2	3
T	3	3	2	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 2

Carrier Hunter — This unit rolls one extra attack die when making Torpedo attacks against Carriers.

Infiltrator — This unit may deploy anywhere on the map. If this unit deploys on the opponent's side of the map, it can't attack on turn 1.

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

21/60

UNITED STATES -8

USS BARB (SS 220) 12

★ SUBMARINE 1942

SPEED — 1

ATTACKS	0	1	2	3
3	3	3	1	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 2

Submerged Shot – This unit can make Torpedo attacks against local enemy Submarines.

Audacious Attack – Once per game, this unit can make two Torpedo attacks during your Torpedo Attack step. The targets must be in different sectors.

23/64

USS GUDGEON (SS 211) 11

★ SUBMARINE 1941

SPEED — 1

ATTACKS	0	1	2	3
3	3	2	—	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 2

Submerged Shot – This unit can make Torpedo attacks against local enemy Submarines.

Defective Torpedoes – Whenever this unit would make a Torpedo attack, roll a die. On a 2 or less, the attack automatically misses instead.

Sub Killer – This unit rolls one extra attack die when making Torpedo attacks against Submarines.

Crash Dive – Whenever this unit would be destroyed by an ASW attack from an enemy Ship, roll a die. On a 5 or 6, this unit takes no damage instead.

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USS S-37 (SS 132) 8

★ SUBMARINE 1941

SPEED — 1

ATTACKS	0	1	2	3
2	2	1	—	—

ARMOR 3 VITAL ARMOR 5 HULL POINTS 1

Submerged Shot – This unit can make Torpedo attacks against local enemy Submarines.

Worn-Out Boat – Whenever the presence of ASW Ships and Aircraft interferes with this unit's ability to attack, this unit can't attack.

20/40

USS GUNSTON HALL (LSD 5) 7

★ SHIP — AUXILIARY 1944

SPEED — 1

ATTACKS	0	1	2	3
2	2	2	—	—
6	—	—	—	—

ARMOR 2 VITAL ARMOR 8 HULL POINTS 3

Landing 10 – Once per game, at the end of a turn, if this unit is adjacent to a coast or island on your opponent's side of the map, score 10 victory points. You can only score victory points from a Landing ability once per turn.

No Sea Control – This unit can't claim objectives.

13/40

USS LANGLEY (AV-3) 6

★ SHIP — AUXILIARY 1941

SPEED — 1

ATTACKS	0	1	2	3
3	3	2	—	—
4	—	—	—	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 3

Seaplane Basing – While you control at least one Aircraft with Loiter, your land airbase can base one unit over the capacity limit.

Seaplane Reserves – Once per game, at the beginning of the Air Return phase, choose a friendly Aircraft with Sea Basing or Loiter that has been destroyed and roll a die. On a 4 or higher, return the chosen Aircraft to play.

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USS NEOSHO (AO-23) 4

★ SHIP — AUXILIARY 1941

SPEED — 1

ATTACKS	0	1	2	3
3	3	2	—	—
4	—	—	—	—

ARMOR 1 VITAL ARMOR 7 HULL POINTS 4

No Sea Control – This unit can't claim objectives.

Fleet Tanker – At the beginning of the Sea Movement phase, while this unit is not crippled, you may select one friendly Ship. That Ship gets +1 on Slow rolls this turn.

Highly Flammable – Whenever this unit takes damage from a Bomb attack, roll a die. On a 1, this unit takes one additional point of hull damage.

Quick Draw – If it's the first turn of the game, this unit rolls one extra attack die when making Anti-air attacks.

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SS AMERICAN VICTORY 4

★ SHIP — AUXILIARY 1944

SPEED — 1

ATTACKS	0	1	2	3
2	2	1	—	—
5	—	—	—	—

ARMOR 1 VITAL ARMOR 6 HULL POINTS 3

No Sea Control – This unit can't claim objectives.

Vital Cargo 8 – At the end of a turn, if this unit is adjacent to an island on your opponent's side of the map, you may remove it from the game and score 8 victory points. You can only remove one unit with Vital Cargo from the game per turn.

13/40

LST 4

★ SHIP — AUXILIARY 1943

SPEED — 1

ATTACKS	0	1	2	3
2	2	—	—	—
4	—	—	—	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Very Slow – This unit can't move during the first turn of the game.

No Sea Control – This unit can't claim objectives.

Landing 5 – Once per game, at the end of a turn, if this unit is adjacent to a coast or island on your opponent's side of the map, score 5 victory points. You can only score victory points from a Landing ability once per turn.

12/40

SS JEREMIAH O'BRIEN 3

★ SHIP — AUXILIARY 1943

SPEED — 1

ATTACKS	0	1	2	3
4	—	—	—	—

ARMOR 1 VITAL ARMOR 4 HULL POINTS 2

Vital Cargo 6 – At the end of each turn, if this unit is adjacent to an island on your opponent's side of the map, you may remove this unit from the game and score 6 victory points. You can only remove one unit with Vital Cargo from the game per turn.

No Sea Control – This unit can't claim objectives.

19/64

B-25H MITCHELL

AIRCRAFT — PATROL BOMBER 1942

SPEED — A

ATTACKS	0	1	2	3
✈	5	—	—	—
🔥	7	—	—	—

ARMOR 4 VITAL ARMOR 8 HULL POINTS 1

Defensive Armament — Whenever this unit is attacked by an enemy Fighter in the Air Defense phase, this unit gets +2 armor this turn.

Skip-Bomb — Whenever this unit makes a Bomb attack, each 6 counts as 3 successes instead of 2.

Heavy Strafer — Once per game, this unit can make a range-1 Gunnery attack using its range-0 attack value.

18/60

PBM-3 MARINER

AIRCRAFT — PATROL BOMBER 1942

SPEED — A

ATTACKS	0	1	2	3
✈	6	—	—	—
🔥	3	—	—	—
🔥	1	—	—	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 1

ASW Pinpointer — Ships roll one extra attack die when making ASW attacks against any Submarine this unit attacks this turn.

Defensive Armament — Whenever this unit is attacked by an enemy Fighter in the Air Defense phase, this unit gets +2 armor this turn.

Loiter — Rearing counters aren't placed on this unit during the Air Return step.

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PBY CATALINA

AIRCRAFT — PATROL BOMBER 1941

SPEED — A

ATTACKS	0
✈	3
🔥	1

ARMOR 3 VITAL ARMOR 5 HULL POINTS 1

Shadowing — At the beginning of your Air Attack step, you may choose an enemy Ship within range 2. Your Aircraft roll one extra attack die when attacking that Ship this turn.

Alternate Payload 6 — Once per game, this unit can make a 6-dice Bomb attack instead of a Torpedo attack during your Air Attack step.

Loiter — Rearing counters aren't placed on this unit during the Air Return step.

15/64

PBY BLACK CAT

AIRCRAFT — PATROL BOMBER 1942

SPEED — A

ATTACKS	0	1	2	3
✈	2	—	—	—
🔥	5	—	—	—

ARMOR 3 VITAL ARMOR 5 HULL POINTS 1

Loiter — Rearing counters aren't placed on this unit during the Air Return phase.

Night Specialist — While in darkness, this unit gets +1 on each search check and ignores darkness attack penalties.

Escape into Darkness — Once per game while in darkness, when this unit would be destroyed by an Anti-air attack, roll a die. On a 3 or higher, abort this unit instead.

10/39

B-17E FLYING FORTRESS

AIRCRAFT — PATROL BOMBER 1941

SPEED — A

ATTACKS	0	1	2	3
✈	8	—	—	—

ARMOR 4 VITAL ARMOR 8 HULL POINTS 1

Hi-Level Bomber — Whenever this unit makes a Bomb attack, it only scores hits on a 6. This unit can't hit Destroyers or Torpedo Boats with Bomb attacks.

Defensive Armament — Whenever this unit is attacked by an enemy Fighter in the Air Defense phase, this unit gets +2 armor this turn.

Shadowing — At the beginning of your Air Attack step, you may choose an enemy Ship within range 2. Your Aircraft roll one extra attack die when attacking that Ship this turn.

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B-24D LIBERATOR

AIRCRAFT — PATROL BOMBER 1942

SPEED — A

ATTACKS	0	1	2	3
✈	8	—	—	—
🔥	3	—	—	—

ARMOR 4 VITAL ARMOR 7 HULL POINTS 1

Defensive Armament — Whenever this unit is attacked by an enemy Fighter during the Air Defense phase, this unit gets +2 armor this turn.

Hi-Level Bomber — Whenever this unit makes a Bomb attack, it only scores hits on a 6. This unit can't hit Destroyers or Torpedo Boats with Bomb attacks.

Excellent Endurance — Once per game, you may remove a Rearing marker from this unit during the Air Mission phase.

15/40

SB2C HELLDIVER

AIRCRAFT — DIVE BOMBER 1943

SPEED — A

ATTACKS	0	1	2	3
✈	11	—	—	—

ARMOR 5 VITAL ARMOR 9 HULL POINTS 1

Light Defensive Armament — Whenever an enemy Fighter attacks this unit during the Air Defense phase, this unit gets +1 armor this turn.

Finish Him Off — This unit rolls one extra attack die when attacking damaged Ships.

10/40

SBD DAUNTLESS

AIRCRAFT — DIVE BOMBER 1941

SPEED — A

ATTACKS	0
✈	10

ARMOR 5 VITAL ARMOR 8 HULL POINTS 1

Press the Attack — Whenever this unit is aborted by a Ship's Anti-air attack, you may roll a die. On a 1, destroy this unit. On a 4 or higher, this unit makes a Bomb attack during your Air Attack step but gets -1 on each attack die for that attack.

18/64

SBD-3 DAUNTLESS

AIRCRAFT — DIVE BOMBER 1941

SPEED — A

ATTACKS	0	1	2	3
✈	7	—	—	—

ARMOR 5 VITAL ARMOR 8 HULL POINTS 1

Carrier Killer — This unit rolls one extra attack die when making Bomb attacks against Carriers.

ASW Bomber 2 — Once per game, instead of making a Bomb attack during your Air Attack step, this unit may make a 2-dice ASW attack.

Skilled Search — This unit gets +1 on each long-range search check.

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TBF AVENGER

★ AIRCRAFT — TORPEDO BOMBER 1942

SPEED — A

ATTACKS	0	1	2	3
✈	4	—	—	—
🔥	3	—	—	—

ARMOR 5 VITAL ARMOR 9 HULL POINTS 1

Alternate Payload 7 — Once per game, this unit can make a 7-dice Bomb attack instead of a Torpedo attack during the Air Attack phase.

Battleship Killer — This unit rolls one extra attack die when making Torpedo attacks against Battleships.

20/60 ●

TBF-1 AVENGER

★ AIRCRAFT — TORPEDO BOMBER 1942

SPEED — A

ATTACKS	0	1	2	3
✈	3	—	—	—
🔥	2	—	—	—

ARMOR 5 VITAL ARMOR 8 HULL POINTS 1

Rugged — When an enemy unit scores exactly 8 successes against this unit with an Anti-air attack and would destroy it, roll a die. On a 4 or higher, abort this unit instead.

Alternate Payload 6 — Once per game, this unit can make a 6-dice Bomb attack instead of a Torpedo attack during the Air Attack phase.

3/8 ●

TBD DEVASTATOR

★ AIRCRAFT — TORPEDO BOMBER 1941

SPEED — A

ATTACKS	0
✈	2
🔥	2

ARMOR 4 VITAL ARMOR 6 HULL POINTS 1

Draw the CAP — At the end of the Air Mission phase, if this unit is in the same sector as an enemy Fighter, roll a die. On a 4 or higher, enemy Fighters must attack this unit in the Air Defense phase if able.

20/64 ●

F4U-10 CORSAIR

★ AIRCRAFT — FIGHTER 1944

SPEED — A

ATTACKS	0	1	2	3
✈	3	—	—	—
🔥	9	—	—	—
🔫	9	—	—	—

ARMOR 7 VITAL ARMOR 9 HULL POINTS 1

Advanced Fighter — This unit rolls two extra dice when making Anti-air attacks against Fighters.

Fighter-Bomber — When you place this unit during the Air Mission phase, declare whether this unit's type will be Fighter or Dive Bomber this turn. It can make Bomb attacks only while it's a Dive Bomber. While a Dive Bomber, reduce its Armor and Vital Armor each by 1.

Combat Air Patrol — At the end of the Air Mission phase, if this unit is in a sector that contains a friendly Carrier and no enemy Aircraft, you may move this unit to a sector within range 2 that contains an enemy Aircraft.

11/40 ●

F6F-3 HELLCAT

★ AIRCRAFT — FIGHTER 1943

SPEED — A

ATTACKS	0	1	2	3
✈	3	—	—	—
🔥	8	—	—	—

ARMOR 7 VITAL ARMOR 9 HULL POINTS 1

Combat Air Patrol — At the end of the Air Mission phase, if this unit is in a sector that contains a friendly Carrier and no enemy Aircraft, you may move this unit to a sector within range 2 that contains an enemy Aircraft.

Advanced Fighter — This unit rolls two extra dice when making Anti-air attacks against Fighters.

Escort — If this unit is in the same sector as a friendly Bomber, enemy Fighters get -1 on each attack die when making Anti-air attacks against that Bomber.

19/60 ●

F4F WILDCAT

★ AIRCRAFT — FIGHTER 1941

SPEED — A

ATTACKS	0
✈	3
🔥	7

ARMOR 6 VITAL ARMOR 9 HULL POINTS 1

Combat Air Patrol — At the end of the Air Mission phase, if this unit is in a sector that contains a friendly Carrier and no enemy Aircraft, you may move this unit to a sector within range 2 that contains an enemy Aircraft.

Defend the Flattop — While this unit is in the same sector as a friendly Carrier, it rolls one extra attack die when making Anti-air attacks.

Escort — If this unit is in the same sector as a friendly Bomber, enemy Fighters get -1 on each attack die when making Anti-air attacks against that Bomber.

15/64 ●

USMC F4U-1A CORSAIR

★ AIRCRAFT — FIGHTER 1943

SPEED — A

ATTACKS	0	1	2	3
✈	3	—	—	—
🔥	9	—	—	—

ARMOR 7 VITAL ARMOR 9 HULL POINTS 1

Land Fighter — This unit can't be based on a Carrier, and it can't benefit from the Expert Dogfighter bonus.

Advanced Fighter — This unit rolls two extra dice when making Anti-air attacks against Fighters.

Rocket Attack — Once per game, this unit can make a 5-dice Gunnery attack during the Air Attack phase.

Escort — If this unit is in the same sector as a friendly Bomber, enemy Fighters get -1 on each attack die when making Anti-air attacks against that Bomber.

16/40 ●

P-38G LIGHTNING

★ AIRCRAFT — FIGHTER 1943

SPEED — A

ATTACKS	0	1	2	3
✈	3	—	—	—
🔥	7	—	—	—

ARMOR 7 VITAL ARMOR 9 HULL POINTS 1

Land Fighter — This unit can't be based on a Carrier, and it can't benefit from the Expert Dogfighter bonus.

Interceptor 2 — If there are no enemy Fighters in the same sector as this unit, this unit rolls two extra attack dice when making Anti-air attacks against enemy Bombers.

Excellent Endurance — Once per game, at the beginning of the Air Mission phase, you may remove a Rearming counter from this unit.

Escort — If this unit is in the same sector as a friendly Bomber, enemy Fighters get -1 on each attack die when making Anti-air attacks against that Bomber.

25/72

P-40E WARHAWK

★ AIRCRAFT — FIGHTER 1942

SPEED — A

ATTACKS	0	1	2	3
✈	2	—	—	—
🔥	7	—	—	—

ARMOR 6 VITAL ARMOR 8 HULL POINTS 1

Land Fighter — This unit can't be based on a Carrier, and it can't benefit from the Expert Dogfighter bonus.

Interceptor — If there are no enemy Fighters in the same sector as this unit, this unit rolls one extra attack die when making Anti-air attacks against enemy Bombers.

Rugged — When an enemy unit scores exactly 8 successes against this unit with an Anti-air attack and would destroy it, roll a die. On a 4 or higher, abort this unit instead.

Escort — If this unit is in the same sector as a friendly Bomber, enemy Fighters get -1 on each attack die when making Anti-air attacks against that Bomber.

9/39 ●

FINLAND

VAINÄMÖINEN

SHIP — CRUISER 1940

SPEED — 1

ATTACKS	0	1	2	3
M	9	9	8	7
2	4	3	3	—
3	7	—	—	—

ARMOR 4 VITAL ARMOR 8 HULL POINTS 3

15

Extended Range 4 — While undamaged, this unit can make Main Gunnery attacks at range 4 using its range-3 attack value.

Bad Weather Fighter — Whenever you make a concealment roll for this unit, add +1 to the roll.

Coastal Deployment — This unit may deploy adjacent to an island sector on your side of the map. If you do, this unit can't claim an objective on turn 1 or 2.

23/40

VETEHINEN

SUBMARINE 1940

SPEED — 1

ATTACKS	0	1	2	3
T	2	1	1	—

ARMOR 3 VITAL ARMOR 5 HULL POINTS 1

8

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Sub Killer — This unit rolls one extra attack die when making Torpedo attacks against Submarines.

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JU 88 A-4/R

AIRCRAFT — PATROL BOMBER 1943

SPEED — A

ATTACKS	0	1	2	3
B	8	—	—	—

ARMOR 4 VITAL ARMOR 8 HULL POINTS 1

7

Light Defensive Armament — Whenever an enemy Fighter attacks this unit during the Air Defense phase, this unit gets +1 armor this turn.

Counter Raid — Once per game, instead of making an attack during your Air Attack phase with this unit, you may choose a local enemy Aircraft. If that Aircraft returns to a Land Airbase, add one Rearming counter to that Aircraft at the end of this turn.

Dive Bomb — During the Air Mission phase, you may declare this unit is a Dive Bomber until the end of the Air Attack phase. As a Dive Bomber, it rolls one extra attack die when making Bomb attacks and gets -1 armor and -1 vital armor against Anti-air attacks by enemy Ships and Installations.

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B-239 BUFFALO

AIRCRAFT — FIGHTER 1940

SPEED — A

ATTACKS	0	1	2	3
M	2	—	—	—
3	6	—	—	—

ARMOR 5 VITAL ARMOR 8 HULL POINTS 1

5

Land Fighter — This unit can't be based on a Carrier, and it can't benefit from the Expert Dogfighter bonus.

Veteran Pilot 1 — This unit rolls one extra attack die when making Anti-air attacks against enemy Fighters that have Anti-air values of 6 or less.

Swarm Tactics — If this unit is the only friendly unabort and undestroyed Aircraft in its sector at the end of the Air Defense phase, this unit can make a second Anti-air attack this turn. It can't attack an enemy Aircraft this way that it already attacked this turn.

19/39

GERMANY -1

FRIEDRICH DER GROSSE 70

SHIP — BATTLESHIP 1943
SPEED — 2

ATTACKS	0	1	2	3
M	16	16	15	14
2	7	7	6	5
3	5	5	4	—
T	9	—	—	—

ARMOR 9 VITAL ARMOR 17 HULL POINTS 6

Flagship 1
Extended Range 5 — While undamaged, this unit can make Main Gunnery attacks at ranges 4 and 5 using its range-3 attack value.
Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

22/39 ★

TIRPITZ 55

SHIP — BATTLESHIP 1942
SPEED — 2

ATTACKS	0	1	2	3
M	15	15	14	13
2	7	7	6	5
3	5	5	4	—
T	9	—	—	—

ARMOR 8 VITAL ARMOR 15 HULL POINTS 5

Flagship 2
Extended Range 5 — While undamaged, this unit can make range-4 or range-5 Main Gunnery attacks using its range-3 attack value.
Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

39/60 ★

RHEINÜBUNG BISMARCK 55

SHIP — BATTLESHIP 1940
SPEED — 2

ATTACKS	0	1	2	3
M	15	15	14	12
2	7	7	6	5
3	5	5	4	—
T	8	—	—	—

ARMOR 8 VITAL ARMOR 15 HULL POINTS 5

Secret Breakout — This unit may begin the game undeployed, along with up to one of your Cruisers. Set the undeployed Ships aside. They are out of play. Deploy them together during turn 2 or 3 at the end of the Air Return phase in any sector on your side of the map.
Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.
Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

26/40 ★

BISMARCK 53

SHIP — BATTLESHIP 1940
SPEED — 2

ATTACKS	0	1	2	3
M	15	15	14	12
2	7	7	6	5
3	5	5	4	—
T	8	—	—	—

ARMOR 8 VITAL ARMOR 15 HULL POINTS 5

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.
Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

35/64 ★

AUFGERÜSTETE SCHARNHORST 44

SHIP — BATTLESHIP 1942
SPEED — 2

ATTACKS	0	1	2	3
M	14	14	13	11
2	7	7	6	5
3	5	5	4	—
T	8	—	—	—
W	1	1	—	—

ARMOR 7 VITAL ARMOR 13 HULL POINTS 5

Bad Weather Fighter — Whenever you make a concealment roll for this unit, add +1 to the roll.
Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.
Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

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SCHARNHORST 38

SHIP — BATTLESHIP 1939
SPEED — 2

ATTACKS	0	1	2	3
M	13	13	12	11
2	7	7	6	5
3	5	5	4	—
T	8	—	—	—

ARMOR 7 VITAL ARMOR 13 HULL POINTS 5

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

40/64 ★

GNEISENAU 41

SHIP — BATTLESHIP 1939
SPEED — 2

ATTACKS	0	1	2	3
M	13	13	12	11
2	7	7	6	5
3	5	5	4	—
T	8	—	—	—

ARMOR 7 VITAL ARMOR 13 HULL POINTS 5

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.
Long Shot 6 — Once per game, this unit can make a range-6 Main Gunnery attack against an enemy Battleship using its range-3 attack value.
Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

25/40 ★

MOLTKE 34

SHIP — BATTLESHIP 1942
SPEED — 2

ATTACKS	0	1	2	3
M	14	14	13	11
2	5	5	4	4
3	7	—	—	—
T	1	1	—	—

ARMOR 6 VITAL ARMOR 13 HULL POINTS 4

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.
Torpedo Protection — Whenever a torpedo hit is rolled against this unit, roll a die. On a 4 or higher, that hit deals 1 less point of hull damage.
Sprint — Once per game, at the beginning of your Sea Movement step, you can declare you're using Sprint. If you do, roll a die. On a 4 or higher, this unit gets +1 speed this turn.
Heavy Raider — Whenever this unit destroys an Auxiliary, score 2 victory points.

25/40 ★

SCHLESWIG-HOLSTEIN 21

SHIP — BATTLESHIP 1939
SPEED — 1

ATTACKS	0	1	2	3
M	10	9	8	7
2	7	6	5	4
3	5	—	—	—
T	1	—	—	—

ARMOR 6 VITAL ARMOR 10 HULL POINTS 3

Early Deployment — This unit may deploy in any sector on your side of the map. You may deploy one Cruiser or Destroyer in this unit's sector. Each unit deployed this way can't claim an objective on turn 1 or 2.
Shore Support — Once per game, instead of making a Main Gunnery attack, this unit can perform shore bombardment if this unit is in your opponent's ship deployment area. At the end of that turn, score 4 victory points.

25/40 ★

GERMANY -2

EUROPA 19

SHIP — CARRIER 1945

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
B	8	—	—	—

ARMOR 3 VITAL ARMOR 11 HULL POINTS 5

Stuka Operations — The Ju 87B Stuka and Ju-87 R2 Picchiarelli can base on this unit.

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Antiair attacks this turn.

Expert Torpedoes — Once per turn, you may choose a friendly Torpedo Bomber. That Torpedo Bomber rolls one extra attack die when making Torpedo attacks this turn.

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GRAF ZEPPELIN 18

SHIP — CARRIER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	7	7	6	6
B	4	4	3	—

ARMOR 4 VITAL ARMOR 11 HULL POINTS 4

Base 2 Squadrons

Stuka Operations — The Ju 87B Stuka can base on this unit.

Expert Bomber — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls one extra attack die when making Bomb attacks this turn.

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Antiair attacks this turn.

35/60 ★

ADMIRAL GRAF SPEE 21

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	12	12	11	10
B	6	6	5	5
T	6	—	—	—
A	2	1	—	—

ARMOR 4 VITAL ARMOR 10 HULL POINTS 3

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

34/64 ★

ADMIRAL SCHEER 20

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	12	12	11	10
B	6	6	5	5
T	6	—	—	—
A	2	1	—	—

ARMOR 4 VITAL ARMOR 10 HULL POINTS 3

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Raider — This unit rolls one extra attack die when making Gunnery attacks against Destroyers and Auxiliary units.

33/60 ★

DEUTSCHLAND/LÜTZOW 20

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	12	12	11	10
B	6	6	5	5
T	6	—	—	—
A	2	1	—	—

ARMOR 4 VITAL ARMOR 10 HULL POINTS 3

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Avoid Engagement — At the end of the Sea Movement phase, if there are enemy Ships within range 3 of this unit, you may move this unit one sector away from the nearest enemy Ship.

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PRINZ EUGEN 17

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	9	9	8	7
B	5	5	4	—
T	7	—	—	—
A	2	1	—	—

ARMOR 4 VITAL ARMOR 10 HULL POINTS 3

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Chase the Salvages — Whenever an enemy Battleship makes a Main Gunnery attack against this unit, roll a die. On a 3 or higher, this unit takes no damage from that attack.

Crippling Salvo — Whenever this unit damages a Cruiser or Battleship with its Main Gunnery attack, roll a die. On a 5 or higher, the target suffers the effects of Crippled until the end of the next turn. [The target isn't automatically reduced to 1 hull point.]

24/40 ★

ADMIRAL HIPPER 16

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	9	9	8	7
B	5	5	4	—
T	7	—	—	—
A	2	1	—	—

ARMOR 4 VITAL ARMOR 10 HULL POINTS 3

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Raider — This unit rolls one extra attack die when making Gunnery attacks against Destroyers and Auxiliary units.

32/60 ★

BLÜCHER 15

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	9	9	8	7
B	5	5	4	—
T	7	—	—	—
A	2	1	—	—

ARMOR 4 VITAL ARMOR 10 HULL POINTS 3

Flagship 1

Extended Range 4 — While undamaged, this unit can make Main Gunnery attacks at range 4 using its range-3 attack value.

Landing 3 — Once per game at the end of a turn, if this unit is adjacent to a coast or island on your opponent's side of the map, score 3 victory points. You can only score victory points from a Landing ability once per turn.

21/39 ★

KÖLN 11

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	8	7	6	5
B	6	—	—	—
T	2	1	—	—

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Lead the Attack 2 — After both Fleets are deployed, this unit can make a speed-2 move before the first turn begins.

38/64 ★

NÜRNBERG

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	8	7	6	5
G	7	—	—	—
T	2	2	—	—

ARMOR 3 VITAL ARMOR 9 HULL POINTS 3

Tough Cruiser 1 — Whenever an enemy Destroyer or Fighter makes a Guntery attack against this unit, this unit gets +1 armor against that attack.

Mines — Once per game, instead of making an attack in the Surface Attack phase, this unit can mine its sector. Place a marker on that sector. Whenever a Ship enters the mined sector, roll a die. On a 1, the Ship takes 1 point of hull damage. On a 2, the Ship takes 2 points of hull damage. Torpedo defense works against this damage.

26/40

KARLSRUHE

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	8	7	6	5
G	6	—	—	—
T	2	1	—	—

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Flotilla Leader — You get +1 initiative for each Destroyer you control up to a maximum of +3.

36/60

KÖNIGSBERG

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	8	7	6	5
G	6	—	—	—
T	2	2	—	—

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Mines — Once per game, instead of making an attack in the Surface Attack phase, this unit can mine its sector. Place a marker on that sector. Whenever a Ship enters the mined sector, roll a die. On a 1, the Ship takes 1 point of hull damage. On a 2, the Ship takes 2 points of hull damage. Torpedo Defense works against this damage.

Landing 3 — Once per game, at the end of a turn, if this unit is adjacent to a coast or island on your opponent's side of the map, score 3 victory points. You can only score victory points from a Landing ability once per turn.

23/40

EMDEN

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	7	6	6	5
G	5	—	—	—
T	1	1	—	—

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Mines — Once per game, instead of making an attack in the Surface Attack phase, this unit can mine its sector. Place a marker on that sector. Whenever a Ship enters the mined sector, roll a die. On a 1, the Ship takes 1 point of hull damage. On a 2, the Ship takes 2 points of hull damage. Torpedo defense works against this damage.

Mine Leader — While you control another unit with Mines, you get +1 initiative.

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Z32

SHIP — DESTROYER 1942

SPEED — 2

ATTACKS	0	1	2	3
M	6	6	5	4
G	5	—	—	—
T	4	—	—	—

ARMOR 2 VITAL ARMOR 8 HULL POINTS 2

Sub Hunter — At the end of the second player's Sea Movement phase, you may place this unit in an adjacent sector that contains an enemy Submarine.

27/40

Z29

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	3
G	5	—	—	—
T	4	—	—	—

ARMOR 2 VITAL ARMOR 8 HULL POINTS 2

Destroyer Leader — While you control another Destroyer, you get +1 initiative.

Bad Weather Fighter — Whenever you make a concealment roll for this unit, add +1 to the roll.

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Z2 GEORG THIELE

SHIP — DESTROYER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
G	5	—	—	—
T	4	—	—	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Determination — Whenever this unit would be destroyed, roll a die. On a 5 or higher, the destruction is prevented and this unit remains in the game with 1 hull point.

Destroyer Hunter — This unit rolls one extra attack die when making Guntery attacks against Destroyers.

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Z18 HANS LUDEMANN

SHIP — DESTROYER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
G	5	—	—	—
T	4	—	—	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Valiant Stand — This unit rolls one extra attack die when making Torpedo attacks against Battleships.

Sub Hunter — At the end of the second player's Sea Movement phase, you may place this unit in an adjacent sector that contains an enemy Submarine.

40/60

Z20 KARL GALSTER

SHIP — DESTROYER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
G	5	—	—	—
T	4	—	—	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Close Escort — The sector this unit is in can contain three friendly Ships instead of two.

Chase the Salvos — Whenever an enemy Battleship makes a Main Guntery attack against this unit, roll a die. On a 5 or higher, this unit takes no damage from that attack.

42/64

GERMANY -4

ZG3 7

SHIP — DESTROYER 1942

SPEED — 2

ATTACKS	0	1	2	3
	4	4	3	—
	4	—	—	—
	5	—	—	—
	2	2	1	—

ARMOR 2 VITAL ARMOR 6 HULL POINTS 2

Sub Hunter — At the end of the second player's Sea Movement step, you may place this unit in an adjacent sector that contains an enemy Submarine.

Close Escort — The sector this unit is in can contain three friendly Ships instead of two.

24/39

T27 7

SHIP — DESTROYER 1942

SPEED — 2

ATTACKS	0	1	2	3
	4	3	3	—
	4	—	—	—
	4	—	—	—
	2	2	1	—

ARMOR 1 VITAL ARMOR 6 HULL POINTS 2

Lay Smoke Screen — Instead of attacking during your Surface Attack phase, this unit can make a local smoke screen. A smoke screen blocks line of sight into, out of, and through its sector. Units in a smoke screen can't attack each other. Remove the smoke screen at the end of the next turn.

Opening Salvo 1 — This unit rolls one extra attack die when making either a Gunner or Torpedo attack for the first time each game.

Night Fighter — Once per game, if it's turn 4 or later, this unit may reroll one Gunner attack.

26/40

S-Boat 7

SHIP — TORPEDO BOAT 1939

SPEED — 3

ATTACKS	0	1	2	3
	2	1	—	—
	3	—	—	—
	3	—	—	—
	3	2	—	—

ARMOR 2 VITAL ARMOR 3 HULL POINTS 1

Shallow Draft — This unit can enter sectors that contain islands.

High-Speed Evasion — Whenever this unit is attacked by an enemy Ship, roll a die. On a 5 or higher, this unit takes no damage from that attack.

No Sea Control — This unit can't claim objectives.

37/60

U-2511 23

SUBMARINE 1945

SPEED — 1

ATTACKS	0	1	2	3
	3	3	2	—

ARMOR 5 VITAL ARMOR 7 HULL POINTS 2

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Ignore Escorts — This unit's Torpedo attacks ignore ASW threat.

Dangerous Quarry — At the end of the Surface Attack phase, if an enemy Ship made an ASW attack this turn against this unit and missed, you may move this unit into an adjacent sector.

28/40

U-47 14

SUBMARINE 1939

SPEED — 1

ATTACKS	0	1	2	3
	3	2	2	—

ARMOR 4 VITAL ARMOR 5 HULL POINTS 1

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Infiltrator — This unit may deploy anywhere on the map. If this unit deploys on the opponent's side of the map, it can't attack on turn 1.

Battleship Killer — This unit rolls one extra attack die when making Torpedo attacks against Battleships.

27/40

U-552 13

SUBMARINE 1939

SPEED — 1

ATTACKS	0	1	2	3
	3	2	2	—

ARMOR 4 VITAL ARMOR 5 HULL POINTS 1

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Wolfpack — If you control any other Submarines with Wolfpack, this unit rolls one extra attack die when making Torpedo attacks.

23/39

U-66 12

SUBMARINE 1941

SPEED — 2

ATTACKS	0	1	2	3
	3	3	2	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 2

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Evasive Quarry — Ships with Sub Hunter can't use that ability against this unit.

Wolfpack — If you control any other Submarine with Wolfpack, this unit rolls one extra attack die when making Torpedo attacks.

39/60

U-37 12

SUBMARINE 1939

SPEED — 1

ATTACKS	0	1	2	3
	3	3	2	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 2

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Run Silent — If this unit doesn't move during your Sea Movement step, ASW attacks against it get -1 on each attack die this turn.

Hunt Tactics — At the beginning of your Surface Attack step, while this unit is not under ASW threat, you may choose an enemy Ship within range 2. Your Cruisers and Auxiliaries roll one extra attack die when making Gunner attacks against that Ship this turn.

46/72

U 510

SUBMARINE 1942

SPEED — 1

ATTACKS	0	1	2	3
	3	3	2	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 2

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Wolfpack — If you control any other Submarines with Wolfpack, this unit rolls one extra attack die when making Torpedo attacks.

41/64

U-117

SUBMARINE 1941

SPEED — 1

ATTACKS	0	1	2	3
	1	1	1	—

ARMOR 3 VITAL ARMOR 7 HULL POINTS 2

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Mines — Once per game, instead of making an attack in the Submarine Attack phase, this unit can mine its sector. Place a marker on that sector. Whenever a Ship enters the mined sector, roll a die. On a 1, the Ship takes 1 point of hull damage. On a 2, the Ship takes 2 points of hull damage. Torpedo defense works against this damage.

Advanced Deployment — This unit may deploy anywhere on the map. If this unit deploys on the opponent's side of the map, it can't attack or lay mines on turn 1.

49/72

U-20

SUBMARINE 1939

SPEED — 1

ATTACKS	0	1	2	3
	2	1	1	—

ARMOR 2 VITAL ARMOR 4 HULL POINTS 1

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Evasive Action — Whenever an enemy unit rolls successes against this unit exactly equal to its armor value, roll a die. On a 4 or higher, that attack causes no damage.

Auxiliary Hunter — This unit rolls one extra attack die when making Torpedo attacks against Auxiliaries.

48/72

KORMORAN

SHIP — AUXILIARY 1940

SPEED — 1

ATTACKS	0	1	2	3
	6	5	5	4
	4	—	—	—
	2	1	—	—

ARMOR 2 VITAL ARMOR 9 HULL POINTS 3

Long Cruise — This unit may deploy in any sea sector on the map.

Disguise — Until this unit attacks or ends a Sea Movement phase in the same sector as another Ship, this unit can't be attacked.

Opening Salvo 1 — This unit rolls one extra attack die when making either a Gunnery or Torpedo attack for the first time each game.

No Sea Control — This unit can't claim objectives.

45/72

ATLANTIS

SHIP — AUXILIARY 1939

SPEED — 1

ATTACKS	0	1	2	3
	6	5	5	4
	4	—	—	—
	2	1	—	—

ARMOR 2 VITAL ARMOR 8 HULL POINTS 3

Long Cruise — This unit may deploy in any sea sector on the map.

Disguise — Until this unit attacks or ends a Sea Movement phase in the same sector as another Ship, this unit can't be attacked.

Commerce Raider — This unit rolls one extra attack die when making Gunnery attacks against Auxiliary units.

No Sea Control — This unit can't claim objectives.

20/39

NORDMARK

SHIP — AUXILIARY 1939

SPEED — 2

ATTACKS	0	1	2	3
	5	5	4	3
	5	—	—	—

ARMOR 1 VITAL ARMOR 7 HULL POINTS 4

Slow 2 — At the beginning of your Sea Movement step, roll a die. On a 2 or less, this unit gets -1 speed this turn.

Repair — Once per game, at the beginning of your Sea Movement step, you can attempt to repair a local friendly Ship. If you do, neither this unit nor the damaged Ship can move or use Gunnery attacks that turn. At the end of the turn, roll a die. On a 2 or higher, remove 1 point of hull damage from the damaged Ship.

39/64

MI

SHIP — AUXILIARY 1939

SPEED — 1

ATTACKS	0	1	2	3
	3	2	1	—
	4	—	—	—
	2	—	—	—

ARMOR 1 VITAL ARMOR 4 HULL POINTS 1

Sweep Mines — Instead of attacking during your Surface Attack step, this unit can attempt to sweep mines in its sector. If it does, roll a die. On a 3 or higher, remove a mine counter from the sector.

Guard the Convoy — While this unit is in the same sector as a friendly Auxiliary unit, enemy units can't attack that Auxiliary unit until this unit has been attacked at least once in the same phase.

24/40

Do 217 E

AIRCRAFT — PATROL BOMBER 1943

SPEED — A

ATTACKS	0	1	2	3
	9	—	—	—
	2	—	—	—

ARMOR 4 VITAL ARMOR 8 HULL POINTS 1

Antiship Missile — Once per game, this unit can make a range-1 Bomb attack using its range-0 attack value.

Light Defensive Armament — Whenever an enemy Fighter attacks this unit during the Air Defense phase, this unit gets +1 armor this turn.

45/72

He 111 H6

AIRCRAFT — PATROL BOMBER 1941

SPEED — A

ATTACKS	0	1	2	3
	3	—	—	—

ARMOR 4 VITAL ARMOR 7 HULL POINTS 1

Alternate Payload 7 — Once per game, this unit can make a 7-dice Bomb attack instead of a Torpedo attack during your Air Attack step.

Comb Attack — During the Air Attack step, if a local friendly Aircraft makes a Torpedo attack, this unit rolls one extra attack die when making Torpedo attacks this turn.

Light Defensive Armament — Whenever an enemy Fighter attacks this unit during the Air Defense phase, this unit gets +1 armor this turn.

43/72

Ju 88A-4

9

AIRCRAFT — PATROL BOMBER 1942

SPEED — A

ATTACKS	0	1	2	3
	8			
	2			
	2			

ARMOR 4 VITAL ARMOR 8 HULL POINTS 1

Combined Attack — While this unit is in the same sector as a friendly Dive Bomber, it rolls one extra attack die when making Torpedo attacks.

Light Defensive Armament — Whenever an enemy Fighter attacks this unit during the Air Defense phase, this unit gets +1 armor this turn.

Divide the Defense — Once per game, you can declare you're using Divide the Defense. If you do, each Ship in this unit's sector gets -1 on each attack die when making Anti-air attacks this turn, and this unit gets -1 on each attack die when making Bomb attacks and can't make Torpedo attacks this turn.

23/40

FW 200 KONDOR

6

AIRCRAFT — PATROL BOMBER 1942

SPEED — A

ATTACKS	0
	9
	2

ARMOR 3 VITAL ARMOR 6 HULL POINTS 1

Pinpointer — At the beginning of your Air Attack step, you may choose an enemy Ship within range 2. Submarines roll one extra attack die when making Torpedo attacks against that Ship this turn.

Antiship Missile — Once per game, this unit can make a range-1 Bomb attack using its range-0 attack value.

36/64

BV 138C-1 'SEA DRAGON'

6

AIRCRAFT — PATROL BOMBER 1941

SPEED — A

ATTACKS	0	1	2	3
	4			
	2			

ARMOR 3 VITAL ARMOR 6 HULL POINTS 1

Loiter — Rearming counters aren't placed on this unit during the Air Return step.

Light Defensive Armament — Whenever an enemy Fighter attacks this unit during the Air Defense phase, this unit gets +1 armor this turn.

Vector Submarine — At the beginning of the Air Return phase, if this unit was not aborted, you may choose a friendly Submarine within range 2 of this unit. That Submarine may immediately move one sector towards the nearest enemy Ship.

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JU 87E STUKA

11

AIRCRAFT — DIVE BOMBER 1942

SPEED — A

ATTACKS	0	1	2	3
	10			
	2			

ARMOR 4 VITAL ARMOR 7 HULL POINTS 1

Mission Selection — This unit counts as either a Dive Bomber or a Torpedo Bomber. (Choose the unit's role when you place it during the Air Mission phase.)

Determined Attack — Whenever this unit is aborted by a Ship's Anti-air attack, you may roll a die. On a 1, destroy this unit. On a 4 or higher, this unit can make either a Bomb attack or a Torpedo attack during the Air Attack phase. You get -1 on each attack die for that Bomb attack, or roll one less attack die for that Torpedo attack.

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JU 87B STUKA

7

AIRCRAFT — DIVE BOMBER 1939

SPEED — A

ATTACKS	0
	9

ARMOR 4 VITAL ARMOR 7 HULL POINTS 1

Land Based — This unit can't be based on a Carrier.

37/64

FI 167

10

AIRCRAFT — TORPEDO BOMBER 1940

SPEED — A

ATTACKS	0	1	2	3
	2			
	3			

ARMOR 4 VITAL ARMOR 6 HULL POINTS 1

Alternate Payload 6 — Once per game, this unit can make a 6-dice Bomb attack instead of a Torpedo attack during the Air Attack phase.

24/40

Bf 109

7

AIRCRAFT — FIGHTER 1939

SPEED — A

ATTACKS	0	1	2	3
	3			
	7			

ARMOR 6 VITAL ARMOR 9 HULL POINTS 1

Interceptor — If there are no enemy Fighters in the same sector as this unit, this unit rolls one extra attack die when making Anti-air attacks against enemy Bombers.

Escort — If this unit is in the same sector as a friendly Bomber, enemy Fighters get -1 on each attack die when making Anti-air attacks against that Bomber.

34/60

Fw 190A

9

AIRCRAFT — FIGHTER 1941

SPEED — A

ATTACKS	0	1	2	3
	3			
	8			

ARMOR 7 VITAL ARMOR 9 HULL POINTS 1

Land Fighter — This unit can't be based on a Carrier, and it can't benefit from the Expert Dogfighter bonus.

Advanced Fighter — This unit rolls two extra attack dice when making Anti-air attacks against Fighters.

Interceptor — If there are no enemy Fighters in the same sector as this unit, this unit rolls one extra attack die when making Anti-air attacks against enemy Bombers.

22/40

Bf 110 C-4

5

AIRCRAFT — FIGHTER 1939

SPEED — A

ATTACKS	0	1	2	3
	3			
	6			

ARMOR 5 VITAL ARMOR 8 HULL POINTS 1

Land Fighter — This unit can't be based on a Carrier, and it can't benefit from the Expert Dogfighter bonus.

Expert Strafer — This unit can make Gunnery attacks without taking penalties to its armor or vital armor.

Interceptor — If there are no enemy Fighters in the same sector as this unit, this unit rolls one extra attack die when making Anti-air attacks against enemy Bombers.

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MARCANTONIO COLONNA 56

SHIP — BATTLESHIP 1942

SPEED — 2

ATTACKS	0	1	2	3
M	16	16	15	13
T	7	7	6	4
AS	8	—	—	—

ARMOR 9 VITAL ARMOR 15 HULL POINTS 5

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Sharpshooter — Whenever this unit attacks a unit that has concealment, your opponent must roll a 6 on his or her concealment roll to negate this unit's attack.

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ROMA 50

SHIP — BATTLESHIP 1942

SPEED — 2

ATTACKS	0	1	2	3
M	15	15	13	11
T	7	7	6	4
AS	7	—	—	—

ARMOR 8 VITAL ARMOR 14 HULL POINTS 5

Flagship 2

Extended Range 4 — While undamaged, this unit can make Main Gunnery attacks at range 4 using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

26/39 ★

LITTORIO 50

SHIP — BATTLESHIP 1941

SPEED — 2

ATTACKS	0	1	2	3
M	15	15	13	11
T	7	7	6	4
AS	7	—	—	—

ARMOR 8 VITAL ARMOR 14 HULL POINTS 5

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Sharpshooter — Whenever this unit attacks a unit that has concealment, your opponent must roll a 6 on his or her concealment roll to negate this unit's attack.

45/60 ★

VITTORIO VENETO 49

SHIP — BATTLESHIP 1940

SPEED — 2

ATTACKS	0	1	2	3
M	15	15	13	11
T	7	7	6	4
AS	7	—	—	—

ARMOR 8 VITAL ARMOR 14 HULL POINTS 5

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

48/64 ★

CAIO DUILIO 37

SHIP — BATTLESHIP 1940

SPEED — 2

ATTACKS	0	1	2	3
M	13	12	11	10
T	6	5	5	4
AS	7	—	—	—

ARMOR 7 VITAL ARMOR 13 HULL POINTS 4

Flagship 1

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Covering Fire — Whenever this unit attacks a Ship during the Surface Attack phase, during its next turn, that Ship gets -1 on each attack die when making Gunnery attack rolls against units other than this unit.

29/40 ★

ANDREA DORIA 35

SHIP — BATTLESHIP 1940

SPEED — 2

ATTACKS	0	1	2	3
M	13	12	11	10
T	6	5	5	4
AS	7	—	—	—

ARMOR 7 VITAL ARMOR 13 HULL POINTS 4

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Harassing Fire 5 — While undamaged, this unit can make range-5 Main Gunnery attacks using its range-3 attack value. It only scores hits on a 6 when using this ability.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

29/40 ★

CONTE DI CAVOUR 35

SHIP — BATTLESHIP 1940

SPEED — 2

ATTACKS	0	1	2	3
M	13	12	11	10
T	6	5	5	—
AS	7	—	—	—

ARMOR 7 VITAL ARMOR 13 HULL POINTS 4

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Defend Cripple — This unit gets +1 on each attack die when making Gunnery or Antiair attacks while in the same sector as a friendly Ship that is crippled.

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GIULIO CESARE 34

SHIP — BATTLESHIP 1940

SPEED — 2

ATTACKS	0	1	2	3
M	13	12	11	10
T	6	5	5	—
AS	7	—	—	—

ARMOR 7 VITAL ARMOR 13 HULL POINTS 4

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

43/60 ★

AQUILA 15

SHIP — CARRIER 1943

SPEED — 2

ATTACKS	0	1	2	3
M	5	4	4	—
T	7	—	—	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 4

Base 2 Squadrons

Expert Bomber — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls one extra attack die when making Bomb attacks this turn.

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Antiair attacks this turn.

Stuka Operations — The Ju 87 B Stuka and Ju 87 R2 Picchiarelli can base on this unit.

28/40 ★

SPARVIERO 14

SHIP — CARRIER 1943

SPEED — 1

ATTACKS	0	1	2	3
M	5	5	4	3
2	6	—	—	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 4

Stuka Operations — The Ju 87B Stuka and Ju 87 R2 Picchiarelli can base on this unit.

Expert Dogfighter 2 — Once per turn, you may choose a friendly Fighter. That Fighter rolls two extra attack dice when making Anti-air attacks this turn.

ASW Search — At the beginning of your Air Attack step, you may choose an enemy Submarine. Friendly ships roll one extra attack die when making ASW attacks against that Submarine this turn.

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BOLZANO 18

SHIP — CRUISER 1940

SPEED — 2

ATTACKS	0	1	2	3
M	9	9	8	6
2	5	5	3	—
3	6	—	—	—
4	2	1	—	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Flank Speed — At the beginning of your Sea Movement step, if this unit is within range 3 of an enemy Ship, this unit gets +1 speed this turn.

44/64 ★

SAN GIORGIO 17

SHIP — CRUISER 1940

SPEED — 2

ATTACKS	0	1	2	3
M	9	8	7	7
2	8	7	6	6
3	7	—	—	—

ARMOR 6 VITAL ARMOR 10 HULL POINTS 3

Slow 2 — At the beginning of your Sea Movement phase, roll a die. On a 2 or less, this unit has -1 speed this turn.

Guard Ship — This unit may deploy in any sector adjacent to a coast or island on your side of the map. If deployed this way, this unit can't move until it has been attacked.

27/39 ★

TRIESTE 15

SHIP — CRUISER 1940

SPEED — 2

ATTACKS	0	1	2	3
M	9	9	8	6
2	5	5	3	—
3	6	—	—	—
4	2	1	—	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Cruiser Leader — While you control another Cruiser, you get +1 initiative.

Harassing Fire 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value. It only scores hits on a 6 when using this ability.

High Speed Run — Once per game, at the beginning of your Sea Movement step, you can give this unit +1 speed for the turn. You can't claim an objective the turn you use this ability.

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GORIZIA 15

SHIP — CRUISER 1940

SPEED — 2

ATTACKS	0	1	2	3
M	9	9	8	6
2	5	5	3	—
3	6	—	—	—

ARMOR 5 VITAL ARMOR 9 HULL POINTS 3

Flagship 2

Destroyer Hunter — This unit rolls one extra die when making Gunnery attacks against enemy Destroyers.

Bad Weather Fighter — Whenever you make a concealment roll for this unit, add +1 to the roll.

29/40 ★

TRENTO 14

SHIP — CRUISER 1940

SPEED — 2

ATTACKS	0	1	2	3
M	9	9	8	6
2	5	5	3	—
3	6	—	—	—
4	2	1	—	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Chase the Salvoes — Whenever an enemy Battleship makes a Main Gunnery attack against this unit, roll a die. On a 5 or higher, this unit takes no damage from that attack.

High-Speed Run — Once per game, at the beginning of your Sea Movement phase, you can give this unit +1 speed for the turn. You can't claim an objective the turn you use this ability.

31/40 ★

EUGENIO DI SAVOIA 13

SHIP — CRUISER 1940

SPEED — 2

ATTACKS	0	1	2	3
M	7	7	6	4
2	6	—	—	—
3	2	1	—	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Escort Killer — This unit can make two Gunnery attacks against separate targets during your Surface Attack phase. At least one of the targets must be a Destroyer.

Establish Screen — Choose one local or adjacent Cruiser or Destroyer. After both fleets are deployed, this unit and the chosen unit can move one sector.

42/60 ◆

GIUSEPPE GARIBOLDI 13

SHIP — CRUISER 1940

SPEED — 2

ATTACKS	0	1	2	3
M	8	8	7	5
2	4	3	3	—
3	6	—	—	—
4	2	1	—	—

ARMOR 5 VITAL ARMOR 9 HULL POINTS 3

Cruiser Hunter — This unit rolls one extra die when making Main Gunnery attacks against Cruisers.

Drive Off — Once per game, at the end of the Surface Attack phase, choose one Destroyer or Torpedo Boat this unit attacked this turn. The target must immediately move one sector away from this unit. (If that movement isn't possible, you can't use this ability.)

30/40 ◆

ZARA 12

SHIP — CRUISER 1940

SPEED — 2

ATTACKS	0	1	2	3
M	9	9	8	6
2	5	5	3	—
3	6	—	—	—

ARMOR 5 VITAL ARMOR 9 HULL POINTS 3

Stalwart — This unit can make Gunnery attacks with no penalties while crippled.

48/60 ★

DUCA D'AOSTA 12

SHIP — CRUISER 1940
SPEED — 2

ATTACKS	0	1	2	3
M	7	7	6	4
T	6	—	—	—
S	2	1	—	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

45/64 ♦

POLA 12

SHIP — CRUISER 1940
SPEED — 2

ATTACKS	0	1	2	3
M	9	9	8	6
T	5	5	3	—
S	6	—	—	—

ARMOR 5 VITAL ARMOR 9 HULL POINTS 3

Harassing Fire 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value. It only scores hits on a 6 when using this ability.

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RAIMONDO MONTECUCCOLI 11

SHIP — CRUISER 1940
SPEED — 2

ATTACKS	0	1	2	3
M	7	7	6	4
T	6	—	—	—
S	2	1	—	—

ARMOR 3 VITAL ARMOR 9 HULL POINTS 3

Straddle — Whenever this unit makes a Main Gunnery attack against an enemy Ship and that Ship takes no damage from the attack, this unit rolls one extra attack die when making its next Main Gunnery attack against that target.

Raider — This unit rolls one extra attack die when making Gunnery attacks against Destroyers and Auxiliary units.

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GIOVANNI DELLE BANDE NERE 9

SHIP — CRUISER 1940
SPEED — 2

ATTACKS	0	1	2	3
M	7	6	6	4
T	6	—	—	—
S	2	1	—	—

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Fast 5 — At the beginning of your Sea Movement step, roll a die. On a 5 or higher, this unit gets +1 speed this turn.

Straddle — Whenever this unit makes a Main Gunnery attack against an enemy Ship and that Ship takes no damage from the attack, this unit rolls one extra attack die when making its next Main Gunnery attack against that target.

31/40 ♦

SCIPIONE AFRICANO 8

SHIP — CRUISER 1943
SPEED — 2

ATTACKS	0	1	2	3
M	6	5	5	—
T	6	—	—	—
S	2	1	—	—

ARMOR 2 VITAL ARMOR 8 HULL POINTS 3

MTB Killer — This unit can make two Gunnery attacks against separate targets during your Surface Attack phase if at least one of the targets is a Torpedo Boat.

Flank Speed — At the beginning of your Sea Movement phase, if this unit is within range 3 of an enemy Ship, this unit gets +1 speed this turn.

28/39 ♦

LUCA TARIGO 8

SHIP — DESTROYER 1940
SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
T	4	—	—	—
S	3	—	—	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Sub Hunter — At the end of the second player's Sea Movement step, you may place this unit in an adjacent sector that contains an enemy Submarine.

Lay Smoke Screen — Instead of attacking during your Surface Attack step, this unit can make a local smoke screen. A sector containing a smoke screen blocks line of sight. A unit in a smoke screen has concealment. Remove the smoke screen at the end of the next turn.

46/64 ●

UGOLINO VIVALDI 8

SHIP — DESTROYER 1940
SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
T	4	—	—	—
S	4	—	—	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Ram — Once per game, during the Sea Movement phase, this unit can make an immediate ASW attack when it enters a sector that contains an enemy Submarine.

47/60 ●

CAMICIA NERE 7

SHIP — DESTROYER 1940
SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
T	4	—	—	—
S	5	—	—	—

ARMOR 2 VITAL ARMOR 6 HULL POINTS 2

Close Escort — The sector this unit is in can contain three friendly Ships instead of two.

Sub Hunter — At the end of the second player's Sea Movement step, you may place this unit in an adjacent sector that contains an enemy Submarine.

Torpedo Salvo — This unit gets +1 on each attack die when making Torpedo attacks while in the same sector as a friendly Destroyer.

30/40 ●

ASCARI 6

SHIP — DESTROYER 1940
SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
T	4	—	—	—
S	5	—	—	—

ARMOR 2 VITAL ARMOR 6 HULL POINTS 2

Lay Smoke Screen — Instead of attacking during your Surface Attack step, this unit can make a local smoke screen. A sector containing a smoke screen blocks line of sight through its sector. A unit in the smoke screen has concealment. Remove the smoke screen at the end of the next turn.

28/40 ●

ESPERO 6

SHIP — DESTROYER 1940

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
ASW	4	—	—	—
Sub	3	—	—	—
T	2	1	1	—

ARMOR 1 VITAL ARMOR 5 HULL POINTS 2

Guard The Flotilla — While this unit is in the same sector as a friendly Destroyer, enemy units can't attack that Destroyer until this unit has been attacked at least once in the same phase.

Lay Smoke Screen — Instead of attacking during your Surface Attack phase, this unit can make a local smoke screen. A sector containing a smoke screen blocks line of sight. A unit in a smoke screen has concealment. Remove the smoke screen at the end of the next turn.

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PANTERA 6

SHIP — DESTROYER 1940

SPEED — 2

ATTACKS	0	1	2	3
M	6	5	5	—
ASW	4	—	—	—
Sub	1	1	—	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Hit and Run — Once per game, at the end of your Surface Attack step, if this unit has attacked an enemy Ship this phase, you may move this unit one sector away from that Ship. If you do, this unit can't claim an objective on this turn.

Coastal Deployment — This unit may deploy adjacent to a coast or island sector on your side of the map. If you do, this unit can't claim an objective on turn 1 or 2.

Mines — Once per game, instead of making an attack in the Surface Attack phase, this unit can mine its sector. Place a marker on that sector. Whenever a Ship enters the mined sector, roll a die. On a 1, the Ship takes 1 point of hull damage. On a 2, the Ship takes 2 points of hull damage. Torpedo defense works against this damage.

www.forumini.org 52/72

PEGASO 6

SHIP — DESTROYER 1940

SPEED — 2

ATTACKS	0	1	2	3
M	3	2	2	—
ASW	4	—	—	—
Sub	5	—	—	—
T	2	1	1	—

ARMOR 1 VITAL ARMOR 5 HULL POINTS 2

Sub Hunter — At the end of the second player's Sea Movement phase, you may place this unit in an adjacent sector that contains an enemy Submarine.

Killer Instinct — When this unit damages or destroys an enemy Submarine with its ASW attack for the first time, it rolls one extra attack die when making ASW attacks for the rest of the game.

www.forumini.org 31/40

ANTILOPE 4

SHIP — DESTROYER 1942

SPEED — 1

ATTACKS	0	1	2	3
M	2	2	—	—
ASW	3	—	—	—
Sub	4	—	—	—
T	1	1	—	—

ARMOR 1 VITAL ARMOR 4 HULL POINTS 1

Sub Hunter — At the end of the second player's Sea Movement step, you may place this unit in an adjacent sector that contains an enemy Submarine.

Guard the Convoy — While this unit is in the same sector as a friendly Auxiliary unit, enemy units can't attack that Auxiliary unit until this unit has been attacked at least once in the same phase.

www.forumini.org 25/39

MOTOR TORPEDO BOAT 7

SHIP — TORPEDO BOAT 1940

SPEED — 3

ATTACKS	0	1	2	3
M	1	—	—	—
ASW	2	—	—	—
Sub	2	—	—	—
T	3	2	—	—

ARMOR 1 VITAL ARMOR 2 HULL POINTS 1

Shallow Draft — This unit can enter sectors that contain islands or shoals.

High-Speed Evasion — Whenever this unit is attacked by an enemy Ship, roll a die. On a 5 or higher, this unit takes no damage from that attack.

No Sea Control — This unit can't claim objectives.

www.forumini.org 47/64

MAS MOTOR TORPEDO BOAT 6

SHIP — TORPEDO BOAT 1940

SPEED — 3

ATTACKS	0	1	2	3
M	1	—	—	—
ASW	2	—	—	—
Sub	2	—	—	—
T	3	2	—	—

ARMOR 1 VITAL ARMOR 2 HULL POINTS 1

Shallow Draft — This unit can enter sectors that contain islands or shoals.

High-Speed Evasion — Whenever this unit is attacked by an enemy Ship, roll a die. On a 5 or higher, this unit takes no damage from that attack.

No Sea Control — This unit can't claim objectives.

Torpedo Boat Flotilla — The sector this unit is in can contain one friendly Ship above the stacking limit if all of the friendly Ships in this sector are Torpedo Boats.

www.forumini.org 50/72

GIUSEPPE MIRAGLIA 5

SHIP — AUXILIARY 1940

SPEED — 2

ATTACKS	0	1	2	3
M	3	2	2	—
ASW	4	—	—	—

ARMOR 1 VITAL ARMOR 5 HULL POINTS 2

Slow 2 — At the beginning of your Sea Movement phase, roll a die. On a 2 or less, this unit has -1 speed this turn.

Seaplane Reserves — Once per game, at the beginning of the Air Return phase, choose a friendly Aircraft with Sea Basing or Loiter that has been destroyed and roll a die. On a 4 or higher, return the chosen Aircraft to play.

Seaplane Basing — While you control at least one Aircraft with Loiter, your land airbase can base one unit over the capacity limit.

www.forumini.org 54/72

MV OCEANIA 5

SHIP — AUXILIARY 1941

SPEED — 2

ATTACKS	0	1	2	3
M	2	—	—	—

ARMOR 1 VITAL ARMOR 7 HULL POINTS 4

Slow 3 — At the beginning of your Sea Movement phase, roll a die. On a 3 or less, this unit has -1 speed this turn.

No Sea Control — This unit can't claim objectives.

Troop Transport — At the end of each turn that this unit is on your opponent's side of the map and adjacent to a coast or island on your opponent's side of the map, score 5 victory points.

www.forumini.org 51/72

LUIGI TORELLI 12

SUBMARINE 1940

SPEED — 1

ATTACKS	0	1	2	3
T	3	2	1	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 2

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Coordinated Operations — During your Submarine Attack step, if another friendly Submarine makes a Torpedo attack against an enemy Ship, this unit rolls one extra attack die when making Torpedo attacks against that enemy Ship this turn.

Evasive Quarry — Ships with Sub Hunter can't use that ability against this unit.

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LEONARDO DA VINCI

SUBMARINE 1940

SPEED — I

ATTACKS	0	1	2	3
	3	2	1	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 2

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Fighting Instinct — When this unit damages or destroys an enemy Ship with its Torpedo attack for the first time, it rolls one extra attack die when making Torpedo attacks for the rest of the game.

30/40

AMBRA

SUBMARINE 1940

SPEED — I

ATTACKS	0	1	2	3
	3	2	1	—

ARMOR 3 VITAL ARMOR 5 HULL POINTS 1

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Destroyer Killer — This unit rolls one extra attack die when making Torpedo attacks against local enemy Destroyers.

43/64

SM.79 SPARVIERO

AIRCRAFT — PATROL BOMBER 1940

SPEED — A

ATTACKS	0	1	2	3
	3	—	—	—

ARMOR 5 VITAL ARMOR 8 HULL POINTS 1

Torpedo Swarm — Whenever this unit makes a Torpedo attack, it may make an additional 1-die Torpedo attack against all other enemy Ships in the same sector.

Finish Him Off — This unit rolls one extra attack die when attacking damaged Ships.

46/60

BR. 20M CICOGNA

AIRCRAFT — PATROL BOMBER 1940

SPEED — A

ATTACKS	0	1	2	3
	7	—	—	—

ARMOR 4 VITAL ARMOR 7 HULL POINTS 1

Mines — Once per game, instead of making an attack in the Air Attack phase, this unit can mine its sector. Place a marker on that sector. Whenever a Ship enters the mined sector, roll a die. On a 1, the Ship takes 1 point of hull damage. On a 2, the Ship takes 2 points of hull damage. Torpedo defense works against this damage.

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Z.506B AIRONE

AIRCRAFT — PATROL BOMBER 1940

SPEED — A

ATTACKS	0	1	2	3
	2	—	—	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 1

Loiter — Rearming counters aren't placed on this unit during the Air Return phase.

ASW Pinpointer — Ships roll one extra attack die when making ASW attacks against any Submarine this unit attacks this turn.

Alternate Payload 8 — Once per game, this unit can make a 8-dice Bomb attack instead of a Torpedo attack during the Air Attack phase.

32/40

Ju-87 R2 PICCHIATELLI

AIRCRAFT — DIVE BOMBER 1940

SPEED — A

ATTACKS	0	1	2	3
	9	—	—	—

ARMOR 4 VITAL ARMOR 7 HULL POINTS 1

Land Based — This unit can't be based on a Carrier.

Press the Attack — Whenever this unit is aborted by a Ship's Antiair attack, you may roll a die. On a 1, destroy this unit. On a 4 or higher, this unit makes a Bomb attack during your Air Attack phase, hitting on a 5 or higher only.

44/60

RE. 2001 CB

AIRCRAFT — FIGHTER 1942

SPEED — A

ATTACKS	0	1	2	3
	7	—	—	—

ARMOR 5 VITAL ARMOR 8 HULL POINTS 1

Mission Selection — This unit counts as either a Dive Bomber or a Fighter. (Choose the unit's role when you place it during the Air Mission phase.)

Combat Air Patrol — At the end of the Air Mission phase, if this unit is in a sector that contains a friendly Carrier and no enemy Aircraft, you may move this unit to a sector within range 2 that contains an enemy Aircraft.

32/40

C.205 VELTRO

AIRCRAFT — FIGHTER 1943

SPEED — A

ATTACKS	0	1	2	3
	3	—	—	—

ARMOR 7 VITAL ARMOR 9 HULL POINTS 1

Land Fighter — This unit can't be based on a Carrier, and it can't benefit from the Expert Dogfighter bonus.

Interceptor — If there are no enemy Fighters in the same sector as this unit, this unit rolls one extra attack die when making Antiair attacks against enemy Bombers.

Escort — If this unit is in the same sector as a friendly Bomber, enemy Fighters get -1 on each attack die when making Antiair attacks against that Bomber.

www.forumini.org 51/72

C.202 FOLGORE

AIRCRAFT — FIGHTER 1941

SPEED — A

ATTACKS	0	1	2	3
	2	—	—	—

ARMOR 6 VITAL ARMOR 8 HULL POINTS 1

Land Based — This unit can't be based on a Carrier.

Escort — If this unit is in the same sector as a friendly Bomber, enemy Fighters get -1 on each attack die when making Antiair attacks against that Bomber.

41/60

TSUSHIMA

SHIP — BATTLESHIP 1945

SPEED — 2

ATTACKS	0	1	2	3
M	20	19	16	15
2	6	6	5	4
3	5	5	4	—
4	9	—	—	—

ARMOR 10 VITAL ARMOR 16 HULL POINTS 6

Anti-air Barrage 6 — This unit can make two Anti-air attacks against separate targets during your Air Defense phase. This unit has a 6-dice Anti-air attack against the second target.

Extended Range 5 — While undamaged, this unit can make range-4 or range-5 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

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SHO-Go YAMATO

SHIP — BATTLESHIP 1943

SPEED — 2

ATTACKS	0	1	2	3
M	18	18	16	15
2	6	6	5	4
3	6	6	4	—
4	8	—	—	—

ARMOR 10 VITAL ARMOR 16 HULL POINTS 6

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

General Pursuit — Once per game, at the end of your Surface Movement step, you can move up to three of your Ships each one sector toward the enemy Ship nearest to it. You can't claim an objective the turn you use this ability. You lose initiative next turn.

38/40 ★

YAMATO

SHIP — BATTLESHIP 1942

SPEED — 2

ATTACKS	0	1	2	3
M	18	18	16	15
2	8	8	7	5
3	5	5	3	—
4	7	—	—	—

ARMOR 10 VITAL ARMOR 16 HULL POINTS 6

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

63/64 ★

MUSASHI

SHIP — BATTLESHIP 1943

SPEED — 2

ATTACKS	0	1	2	3
M	18	18	16	15
2	6	6	5	4
3	5	5	3	—
4	7	—	—	—

ARMOR 10 VITAL ARMOR 16 HULL POINTS 6

Flagship 1

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Anti-air Barrage — This unit can make two Anti-air attacks against separate targets during your Air Defense phase. This unit has a 5-dice Anti-air attack against the second target.

56/60 ★

NAGATO

SHIP — BATTLESHIP 1941

SPEED — 2

ATTACKS	0	1	2	3
M	16	15	15	13
2	7	6	5	4
3	4	4	3	—
4	7	—	—	—

ARMOR 8 VITAL ARMOR 14 HULL POINTS 5

Flagship 2

Extended Range 4 — While undamaged, this unit can make Main Gunnery attacks at range 4 using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Slow 1 — At the beginning of your Sea Movement phase, roll a die. On a 1, this unit gets -1 speed this turn.

36/40 ★

MUTSU

SHIP — BATTLESHIP 1941

SPEED — 2

ATTACKS	0	1	2	3
M	16	15	15	13
2	7	6	5	4
3	4	4	3	—
4	7	—	—	—

ARMOR 8 VITAL ARMOR 14 HULL POINTS 5

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Distant Cover — Once per game, when you lose your initiative roll, this unit may move at the end of the Sea Movement phase, instead of moving during your Sea Movement step.

Slow 1 — At the beginning of your Sea Movement phase, roll a die. On a 1, this unit gets -1 speed this turn.

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FUSO

SHIP — BATTLESHIP 1941

SPEED — 2

ATTACKS	0	1	2	3
M	14	14	13	12
2	6	5	5	4
3	4	4	3	—
4	7	—	—	—

ARMOR 8 VITAL ARMOR 13 HULL POINTS 5

Slow 1 — At the beginning of your Sea Movement phase, roll a die. On a 1, this unit gets -1 speed this turn.

Extended Range 4

Split Fire — This unit can make two Main Gunnery attacks against separate targets in different sectors. This unit rolls four less attack dice for each attack. You can't make any other Gunnery attacks during the turn you use this ability.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

35/40 ★

YAMASHIRO

SHIP — BATTLESHIP 1941

SPEED — 2

ATTACKS	0	1	2	3
M	13	12	11	11
2	6	5	5	4
3	4	4	3	—
4	7	—	—	—

ARMOR 8 VITAL ARMOR 13 HULL POINTS 5

Flagship 1

Slow 1 — At the beginning of your Sea Movement phase, roll a die. On a 1, this unit gets -1 speed this turn.

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Masked Guns — If you win initiative, this unit rolls two extra attack dice when making Main Gunnery attacks within range 2 this turn.

59/60 ★

HYUGA

SHIP — BATTLESHIP 1941

SPEED — 2

ATTACKS	0	1	2	3
M	14	14	13	12
2	6	6	5	—
3	4	4	3	—
4	7	—	—	—

ARMOR 8 VITAL ARMOR 13 HULL POINTS 5

Slow 1 — At the beginning of your Sea Movement phase, roll a die. On a 1, this unit gets -1 speed this turn.

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Triangulated Fire — While this unit is in the same sector as a friendly Battleship, this unit rolls one extra attack die when making Main Gunnery attacks.

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TANIGAWA 42

SHIP — BATTLESHIP 1945
SPEED — 2

ATTACKS	0	1	2	3
M	13	13	12	11
T	5	5	3	—
A	8	—	—	—
B	2	2	1	1

ARMOR 6 VITAL ARMOR 13 HULL POINTS 5

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Long Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

Antiair Barrage — This unit can make two Antiair attacks against separate targets during your Air Defense phase. This unit has a 5-dice Antiair attack against the second target.

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Ise 41

SHIP — BATTLESHIP 1943
SPEED — 2

ATTACKS	0	1	2	3
M	14	14	13	11
T	6	6	4	—
A	7	—	—	—
B	—	—	—	—

ARMOR 8 VITAL ARMOR 13 HULL POINTS 5

Slow 1 — At the beginning of your Sea Movement phase, roll a die. On a 1 or less, this unit has -1 speed this turn.

Extended Range 4 — While undamaged, this unit can make Main Gunnery attacks at range 4 using its range-3 attack value.

Fly-off Strike — Once per game during the Air Mission phase, you may place a marker on the map that functions as an Aircraft squadron. Remove it from play when it's aborted, destroyed, or at the beginning of the Air Return phase, whichever happens first.

Fly-off squadron: Armor 4, Vital Armor 7, Bomb 7.

32/39 ★

HARUNA 38

SHIP — BATTLESHIP 1941
SPEED — 2

ATTACKS	0	1	2	3
M	14	14	13	11
T	7	7	6	5
A	5	5	4	—
B	7	—	—	—

ARMOR 6 VITAL ARMOR 12 HULL POINTS 5

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Evade Bombs — Once per game, when this unit is the target of a Bomb attack, you may roll a die. On a 4 or higher, the Bomb attack misses.

Bombard — Once per game, instead of making a Main Gunnery attack, this unit can bombard your opponent's land airbase if this unit is in your opponent's ship deployment area. At the end of that turn, place 2 additional rearming counters next to each aircraft at the airbase.

53/60 ★

KIRISHIMA 36

SHIP — BATTLESHIP 1941
SPEED — 2

ATTACKS	0	1	2	3
M	14	14	13	11
T	7	7	6	5
A	5	5	4	—
B	7	—	—	—

ARMOR 6 VITAL ARMOR 12 HULL POINTS 5

Extended Range 4 — While undamaged, this unit can make Main Gunnery attacks at range 4 using its range-3 attack value.

Night Fighter — Once per game, if it's turn 4 or later, this unit may reroll one Gunnery attack.

34/39 ★

KONGO 35

SHIP — BATTLESHIP 1941
SPEED — 2

ATTACKS	0	1	2	3
M	14	14	13	11
T	7	7	6	5
A	5	5	4	—
B	7	—	—	—

ARMOR 6 VITAL ARMOR 12 HULL POINTS 5

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

57/64 ★

SHINANO 31

SHIP — CARRIER 1944
SPEED — 2

ATTACKS	0	1	2	3
M	6	6	4	—
T	8	—	—	—
A	—	—	—	—
B	—	—	—	—

ARMOR 6 VITAL ARMOR 13 HULL POINTS 6

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Antiair attacks this turn.

Poor Facilities 3 — Whenever you return three aircraft to this unit during the Air Return phase, you must place a Rearming counter on one of those aircraft.

Replenish Aircraft — Once per game, at the beginning of the Air Return phase, choose a friendly Fighter, Dive Bomber, or Torpedo Bomber that has been destroyed and roll a die. On a 4 or higher, return the chosen Aircraft to play, based on this unit. (Your opponent doesn't lose the victory points.)

Torpedo Defense 1 — Each torpedo hit rolled against this unit deals 1 less point of hull damage.

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AKAGI 27

SHIP — CARRIER 1941
SPEED — 2

ATTACKS	0	1	2	3
M	7	7	6	5
T	4	4	3	—
A	7	—	—	—
B	—	—	—	—

ARMOR 5 VITAL ARMOR 11 HULL POINTS 4

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Antiair attacks this turn.

Expert Bomber — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls one extra attack die when making Bomb attacks this turn.

Expert Torpedoes — Once per turn, you may choose a friendly Torpedo Bomber. That Torpedo Bomber rolls one extra attack die when making Torpedo attacks this turn.

50/64 ★

KAGA 27

SHIP — CARRIER 1941
SPEED — 2

ATTACKS	0	1	2	3
M	7	7	6	5
T	6	6	4	—
A	7	—	—	—
B	—	—	—	—

ARMOR 5 VITAL ARMOR 11 HULL POINTS 5

Base 3 Squadrons

Expert Bomber — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls one extra attack die when making Bomb attacks this turn.

Expert Torpedoes — Once per turn, you may choose a friendly Torpedo Bomber. That Torpedo Bomber rolls one extra attack die when making Torpedo attacks this turn.

Sneak Attack — If you roll 10 or higher on your initiative roll, your Torpedo Bombers roll one extra attack die when making Torpedo attacks this turn.

33/39 ★

ZUIKAKU 22

SHIP — CARRIER 1941
SPEED — 2

ATTACKS	0	1	2	3
M	6	6	4	—
T	7	—	—	—
A	—	—	—	—
B	—	—	—	—

ARMOR 4 VITAL ARMOR 10 HULL POINTS 4

Base 3 Squadrons

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Antiair attacks this turn.

Expert Bomber — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls one extra attack die when making Bomb attacks this turn.

Airfield Strike — Once per game, you can deploy a Fighter to your opponent's land airbase during the Air Mission phase. That Fighter can make an Antiair attack against one enemy Aircraft deployed at the airbase or rearming this turn.

60/60 ★

HIRYU 21

SHIP — CARRIER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	6	5	5	—
T	7	—	—	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 4

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Anti-air attacks this turn.

Expert Torpedoes — Once per turn, you may choose a friendly Torpedo Bomber. That Torpedo Bomber rolls one extra attack die when making Torpedo attacks this turn.

Veteran Bombers — Once per turn, you may choose a friendly Dive Bomber or Torpedo Bomber at the end of the Air Mission phase. That Dive Bomber or Torpedo Bomber gets +1 Armor this turn.

Evade Bombs — Once per game, when this unit is the target of a Bomb attack, you may roll a die. On a 4 or higher, the Bomb attack misses.

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TAIHO 21

SHIP — CARRIER 1944

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
T	8	—	—	—

ARMOR 4 VITAL ARMOR 10 HULL POINTS 4

Armored Deck 1 — Whenever an enemy unit makes a Bomb attack against this unit, this unit gets +1 armor and +1 vital armor against that attack.

Expert Bomber — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls one extra attack die when making Bomb attacks this turn.

39/40 ★

SORYU 20

SHIP — CARRIER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	6	5	5	—
T	7	—	—	—

ARMOR 3 VITAL ARMOR 9 HULL POINTS 4

Base 3 Squadrons

Expert Torpedoes — Once per turn, you may choose a friendly Torpedo Bomber. That Torpedo Bomber rolls one extra attack die when making Torpedo attacks this turn.

Expert Dogfighter 2 — Once per turn, you may choose a friendly Fighter. That Fighter rolls two extra attack dice when making Anti-air attacks this turn.

Surprise Raid — If you roll 10 or higher on your initiative roll, choose two enemy Ships. Those Ships roll one less attack die when making Anti-air attacks this turn.

39/40 ★

SHOKAKU 20

SHIP — CARRIER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	6	6	4	—
T	7	—	—	—

ARMOR 4 VITAL ARMOR 10 HULL POINTS 4

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Anti-air attacks this turn.

Expert Bomber 2 — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls two extra attack dice when making Bomb attacks this turn.

60/64 ★

JUNYO 15

SHIP — CARRIER 1942

SPEED — 2

ATTACKS	0	1	2	3
M	6	5	5	—
T	7	—	—	—

ARMOR 2 VITAL ARMOR 9 HULL POINTS 4

Base 2 Squadrons

Expert Bomber 2 — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls two extra attack dice when making Bomb attacks this turn.

Determination — Whenever this unit would be destroyed, roll a die. On a 5 or higher, the destruction is prevented and this unit remains in the game with 1 hull point.

36/40 ★

UNRYU 15

SHIP — CARRIER 1944

SPEED — 2

ATTACKS	0	1	2	3
M	6	5	5	—
T	7	—	—	—

ARMOR 4 VITAL ARMOR 9 HULL POINTS 4

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Anti-air attacks this turn.

AA Rockets — Once per game, before you roll this unit's Anti-air attack against an enemy Aircraft, you may declare that you're using AA Rockets. If you do, roll one extra attack die against that Aircraft.

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RYUJO 13

SHIP — CARRIER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
T	6	—	—	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 3

Expert Torpedoes — Once per turn, you may choose a friendly Torpedo Bomber. That Torpedo Bomber rolls one extra attack die when making Torpedo attacks this turn.

Air Raid 4 — Once per game, during the Air Mission phase, you can deploy a Bomber based on this unit to your opponent's land airbase. At the end of that turn's Air Defense phase, if the Bomber wasn't aborted or destroyed, score 4 victory points.

37/40 ★

TAIYO 13

SHIP — CARRIER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
T	6	—	—	—

ARMOR 2 VITAL ARMOR 9 HULL POINTS 4

Slow 2 — At the beginning of your Sea Movement phase, roll a die. On a 2 or less, this unit gets -1 speed this turn.

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Anti-air attacks this turn.

Good Luck — When this unit would be hit by a Torpedo attack from an enemy Submarine, roll a die. On a 4 or higher, the attack misses instead.

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SHOHO 9

SHIP — CARRIER 1942

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
T	5	—	—	—

ARMOR 1 VITAL ARMOR 6 HULL POINTS 3

Expert Dogfighter — Once per turn, you may choose a friendly Fighter. That Fighter rolls one extra attack die when making Anti-air attacks this turn.

59/64 ◆

HOSHO

SHIP — CARRIER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	3	3	2	—
T	4	—	—	—

ARMOR 1 VITAL ARMOR 7 HULL POINTS 3

Slow 1 — At the beginning of your Sea Movement phase, roll a die. On a 1, this unit gets -1 speed this turn.

Expert ASW — Once per turn, you may choose a friendly Torpedo Bomber. That Torpedo Bomber rolls one extra attack die when making ASW attacks this turn.

Limited Facilities — Whenever you return an aborted Aircraft to this unit you must place a Rearming counter on that Aircraft.

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MYOKO

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	10	10	9	7
T	4	4	3	—
ASW	6	—	—	—
AA	3	3	2	1

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Night Fighter — Once per game, if it's turn 4 or later, this unit may reroll one Gunnery attack.

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

58/64 ★

TONE

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	9	9	8	6
T	4	4	3	—
ASW	7	—	—	—
AA	3	2	1	1

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Scout Cruiser — At the beginning of your Air Attack step, you may choose an enemy Ship. Your units roll one extra attack die when making Bomb or Gunnery attacks against that Ship this turn.

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

61/64 ★

CHIKUMA

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	9	9	8	6
T	4	4	3	—
ASW	7	—	—	—
AA	3	2	1	1

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Scout Planes — At the beginning of your Air Attack phase, you may choose an enemy Ship. Roll one extra attack die when making Torpedo attacks against that Ship this turn.

Destroyer Hunter — This unit rolls one extra die when making Gunnery attacks against enemy Destroyers.

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

34/40 ★

AOBA

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	8	8	7	5
T	6	—	—	—
ASW	3	3	2	1

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Flagship 2

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

Aggressive Tactics — Friendly Cruisers and Destroyers adjacent to this Ship roll one extra attack die when making Gunnery and Torpedo attacks if no other friendly Ships are in their sectors.

34/40 ★

MAYA

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	9	9	8	6
T	5	4	4	—
ASW	7	—	—	—
AA	3	3	2	1

ARMOR 4 VITAL ARMOR 10 HULL POINTS 3

Long Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

AA Veteran — Once per game, this unit may reroll one Anti-air attack.

Carrier Screen — If this unit is in the same sector as a friendly Carrier, this unit rolls one extra attack die when making Anti-air attacks.

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JINTSU

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	6	6	5	—
T	5	—	—	—
ASW	3	3	2	1

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Night Fighter — Once per game, if it's turn 4 or later, this unit may reroll one Gunnery attack.

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

55/64 ★

SUZUYA

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	10	10	9	7
T	4	4	3	—
ASW	7	—	—	—
AA	2	2	1	1

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Raider — This unit rolls one extra attack die when making Gunnery attacks against Destroyers and Auxiliary units.

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

Torpedo Swarm — Whenever this unit makes a Torpedo attack, it may make an additional 1-die Torpedo attack against each other enemy Ship in the same sector.

40/40 ★

NACHI

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	10	10	9	7
T	4	4	3	—
ASW	6	—	—	—
AA	3	3	2	1

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

Cruiser Killer — This unit rolls one extra attack die when making Gunnery attacks against enemy Cruisers.

57/60 ★

MOGAMI 18

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	10	10	9	7
T	4	4	3	—
B	7	—	—	—
W	3	3	2	1

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Bad Luck — Whenever this unit rolls four or more 1's on a Gunner attack, or two or more 1's on a Torpedo attack, this unit and a friendly Ship in the same sector each take 1 point of hull damage and can't move next turn. If no friendly Ships are in this unit's sector, instead this unit can't move or attack for the next two turns.

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

Tough Cruiser 1 — Whenever an enemy Destroyer or Fighter makes a Gunner attack against this unit, this unit gets +1 armor against that attack.

35/40 ★

HAGURO 18

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	10	10	9	7
T	4	4	3	—
B	7	—	—	—
W	3	3	2	2

ARMOR 4 VITAL ARMOR 10 HULL POINTS 3

Tough Cruiser 1 — Whenever an enemy Destroyer or Fighter makes a Gunner attack against this unit, this unit gets +1 armor against that attack.

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

7/8

ATAGO 17

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	10	10	9	7
T	6	—	—	—
B	2	2	1	1

ARMOR 4 VITAL ARMOR 10 HULL POINTS 3

Flagship 2

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

Crippling Salvo — Whenever this unit damages a Cruiser or Battleship with its Main Gunner attack, roll a die. On a 5 or higher, the target suffers the effects of Crippled until the end of the next turn. (The target isn't automatically reduced to 1 hull point.)

30/39 ★

OI 17

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	6	5	4	—
T	4	—	—	—
B	4	3	3	2

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

Torpedo Run — Once per game, at the end of the Sea Movement phase, you may move this unit and a friendly Destroyer in its sector one sector. A unit moving this way can only move to a sector from which it will be able to make a Torpedo attack during the Surface Attack phase.

37/40 ◆

FURUTAKA 16

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	8	8	7	5
T	6	—	—	—
B	2	2	1	1

ARMOR 4 VITAL ARMOR 9 HULL POINTS 3

Long Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

Night Fighter — Once per game, if it's turn 4 or later, this unit may reroll one Gunner attack.

Tenacity — The first time this unit would be destroyed, roll a die. On a 4 or higher, the destruction is prevented and this unit remains in the game with 1 hull point.

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NAKA 15

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	6	6	5	—
T	5	—	—	—
B	3	3	2	1

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

Flotilla Leader — You get +1 initiative for each Destroyer you control up to a maximum of +3.

Evasive Bombs — Once per game, when this unit is the target of a Bomb attack, you may roll a die. On a 4 or higher, the Bomb attack misses.

36/40 ◆

YAHAGI 14

SHIP — CRUISER 1943

SPEED — 2

ATTACKS	0	1	2	3
M	6	6	5	5
T	6	—	—	—
B	2	2	1	1

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Flagship 1

Flotilla Leader — You get +1 initiative for each Destroyer you control up to a maximum of +3.

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

58/60 ◆

AGANO 13

SHIP — CRUISER 1942

SPEED — 2

ATTACKS	0	1	2	3
M	6	6	5	5
T	6	—	—	—
B	2	2	1	1

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Night Fighter — Once per game, if it's turn 4 or later, this unit may reroll one Gunner attack.

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

33/40 ◆

YUBARI 10

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	6	5	4	—
T	4	—	—	—
B	2	—	—	—

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Uniquely Tough — Bomb attacks can't destroy this unit. This unit can't lose its last hull point to a Bomb attack, and Bomb attacks that equal or exceed this unit's vital armor cripple it instead.

Invasion Leader — While you control at least one unit with Landing, you gain +1 Initiative.

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NAGARA

SHIP — CRUISER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	6	6	5	—
A	5	—	—	—
T	2	2	1	—

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Landing 3 — Once per game, at the end of a turn, if this unit is adjacent to a coast or island on your opponent's side of the map, score 3 victory points. You can only score victory points from a Landing ability once per turn.

Invasion Escort — The sector this unit is in can contain one friendly Ship above the stacking limit, if one of those Ships is an Auxiliary with a Landing ability.

Near Miss — The first time an attack would damage or destroy this unit, roll a die. On a 4 or higher that attack has no effect instead.

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SHIMAKAZE

SHIP — DESTROYER 1943

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
A	5	—	—	—
T	3	—	—	—

ARMOR 2 VITAL ARMOR 8 HULL POINTS 2

Long Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

Guard The Convoy — While this unit is in the same sector as a friendly Auxiliary unit, enemy units can't attack that Auxiliary unit until this unit has been attacked at least once in the same phase.

High Speed Run — Once per game, at the beginning of your Sea Movement step, you can give this unit +1 speed for the turn. You can't claim an objective the turn you use this ability.

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SHIGURE

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
A	5	—	—	—
T	4	—	—	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

Lucky Escape — When this unit would be hit by a Torpedo attack from an enemy Destroyer or Torpedo Boat, roll a die. On a 4 or higher, the attack misses instead.

Lay Smoke Screen — Instead of attacking during your Surface Attack phase, this unit can make a local smoke screen. A smoke screen blocks line of sight into, out of, and through its sector. Units in a smoke screen can't attack each other. Remove the smoke screen at the end of the next turn.

38/40

YUKIKAZE

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
A	5	—	—	—
T	4	—	—	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Night Fighter — Once per game, if it's turn 4 or later, this unit may reroll one Gunnery attack.

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

64/64

HATSUKAZE

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
A	5	—	—	—
T	4	—	—	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

Sub Hunter — At the end of the second player's Sea Movement step, you may place this unit in an adjacent sector that contains an enemy Submarine.

Lay Smoke Screen — Instead of attacking during your Surface Attack step, this unit can make a local smoke screen. Units in a sector with a smoke screen have concealment. A smoke screen blocks line of sight through its sector. Remove the smoke screen at the end of the next turn.

34/40

ASAGUMO

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
A	5	—	—	—
T	4	—	—	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

Desperate AA — Once per game, before you roll this unit's Anti-air attack against an enemy Aircraft, you may declare that you're using Desperate AA. If you do, roll two extra attack dice against that Aircraft.

Rescue Operations — Once per game, instead of attacking during your Surface Attack step, this unit can perform a rescue mission if it's in a sector where a friendly Ship was destroyed. Score 3 victory points at the end of the turn.

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ISOKAZE

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
A	5	—	—	—
T	5	—	—	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

Sub Hunter — At the end of the second player's Sea Movement phase, you may place this unit in an adjacent sector that contains an enemy Submarine.

55/60

AKITSUKI

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
A	5	—	—	—
T	5	—	—	—

ARMOR 2 VITAL ARMOR 8 HULL POINTS 2

Anti-air Specialist — This unit can make two Anti-air attacks against separate targets during your Air Defense phase.

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

50/60

MURASAME

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
A	5	—	—	—
T	5	—	—	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

Sub Hunter — At the end of the second player's Sea Movement phase, you may place this unit in an adjacent sector that contains an enemy Submarine.

Night Fighter — Once per game, if it's turn 4 or later, this unit may reroll one Gunnery attack.

38/40

FUBUKI

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	5	5	4	—
T	4	—	—	—
A	4	—	—	—
B	3	2	2	—

ARMOR 2 VITAL ARMOR 7 HULL POINTS 2

Close Escort — The sector this unit is in can contain three friendly Ships instead of two.

9



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NAGATSUKI

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	3	2	2	—
T	3	—	—	—
A	3	—	—	—
B	2	2	1	1

ARMOR 2 VITAL ARMOR 6 HULL POINTS 2

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

Tokyo Express — At the end of a turn, if this unit is adjacent to a coast or island on your opponent's side of the map, score 2 victory points. After scoring those victory points, if this unit is in your ship deployment area at the end of a turn, score an additional 2 victory points. You can score each award only once per game.

9



35/39

TERUTSUKI

SHIP — DESTROYER 1942

SPEED — 2

ATTACKS	0	1	2	3
M	4	4	3	—
T	6	—	—	—
A	4	—	—	—
B	2	2	1	1

ARMOR 2 VITAL ARMOR 8 HULL POINTS 2

Rapid Fire — Once per game, before you roll this unit's Main Gunnery attack against an enemy Ship, you can declare you're using Rapid Fire. If you do, roll two extra dice against that Ship.

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

9



6/8

MATSU

SHIP — DESTROYER 1944

SPEED — 2

ATTACKS	0	1	2	3
M	3	3	3	—
T	5	—	—	—
A	4	—	—	—
B	1	1	1	1

ARMOR 1 VITAL ARMOR 6 HULL POINTS 2

Long-Lance Torpedoes — Each torpedo hit rolled by this unit deals 1 extra point of hull damage.

Guard the Convoy — While this unit is in the same sector as a friendly Auxiliary unit, enemy units can't attack that Auxiliary unit until this unit has been attacked at least once in the same phase.

7



37/40

TYPE 13 SUBCHASER

SHIP — DESTROYER 1941

SPEED — 1

ATTACKS	0	1	2	3
M	2	1	—	—
T	3	—	—	—
A	3	—	—	—

ARMOR 1 VITAL ARMOR 4 HULL POINTS 1

Sub Hunter — At the end of the second player's Sea Movement step, you may place this unit in an adjacent sector that contains an enemy Submarine.

4



62/64

I-400

SUBMARINE 1944

SPEED — 1

ATTACKS	0	1	2	3
T	3	3	2	1

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Seiran Attack — Once per game, while this unit is not under ASW threat, you may declare you're using Seiran Attack. If you do, assign the Seiran attack during the Air Mission phase. The Seiran can be attacked during the Air Defense phase. It has: Armor 3, Vital Armor 6, a Bomb attack of 4, and it can be aborted or destroyed normally.

Infiltrator — This unit may deploy anywhere on the map. If this unit deploys on the opponent's side of the map, it can't attack on turn 1.

18



65/72

I-26

SUBMARINE 1941

SPEED — 1

ATTACKS	0	1	2	3
T	3	3	2	1

ARMOR 3 VITAL ARMOR 7 HULL POINTS 2

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Carrier Hunter — This unit rolls one extra attack die when making Torpedo attacks against Carriers.

Infiltrator — This unit may deploy anywhere on the map. If this unit deploys on the opponent's side of the map, it can't attack on turn 1.

16



54/60

I-19

SUBMARINE 1941

SPEED — 1

ATTACKS	0	1	2	3
T	3	3	2	1

ARMOR 3 VITAL ARMOR 7 HULL POINTS 2

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Finish Him Off — This unit rolls one extra attack die when attacking damaged Ships.

13



54/64

I-25

SUBMARINE 1941

SPEED — 1

ATTACKS	0	1	2	3
T	3	2	2	1

ARMOR 3 VITAL ARMOR 7 HULL POINTS 2

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Slip Away — Once per game, when an enemy ASW attack scores exactly 3 successes against this unit, you may roll a die. On a 4 or higher, the attack has no effect.

13



8/8

RO-50

SUBMARINE 1944

SPEED — 1

ATTACKS	0	1	2	3
	3	2	1	1

ARMOR 3 VITAL ARMOR 5 HULL POINTS 2

Run Silent — If this unit doesn't move during your Sea Movement phase, ASW attacks against it hit only on a 5 or higher this turn.

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

36/39

CHITOSE

SHIP — AUXILIARY 1941

SPEED — 2

ATTACKS	0	1	2	3
	4	4	3	—
	5	—	—	—

ARMOR 2 VITAL ARMOR 9 HULL POINTS 3

Seaplane Detachments — This unit comes with two seaplane detachments that function as Aircraft squadrons. Represent them using markers. When one is destroyed, remove its marker from play. When this unit is destroyed, remove both markers from play. The detachments can be based only on this ship.

Seaplane squadrons: Armor 3, Vital Armor 6, Gunnery 1, Anti-air 4, ASW 2, Bomb 4.

3/39

TI LANDING SHIP

SHIP — AUXILIARY 1944

SPEED — 2

ATTACKS	0	1	2	3
	3	3	2	—
	4	—	—	—
	2	—	—	—

ARMOR 1 VITAL ARMOR 7 HULL POINTS 2

Slow 1 — At the beginning of your Sea Movement phase, roll a die. On a 1, this unit gets -1 speed this turn.

Landing 5 — Once per game, at the end of a turn, if this unit is adjacent to a coast or island on your opponent's side of the map, score 5 victory points. You can only score victory points from a Landing ability once per turn.

Limited ASW Threat — This unit doesn't penalize Torpedo attacks of enemy Submarines in adjacent sectors.

40/40

AKITSU MARU

SHIP — AUXILIARY 1942

SPEED — 2

ATTACKS	0	1	2	3
	3	2	—	—
	3	—	—	—

ARMOR 1 VITAL ARMOR 6 HULL POINTS 3

Slow 3 — At the beginning of your Sea Movement phase, roll a die. On a 3 or less, this unit has -1 speed this turn.

Replenish Airbase — Once per game, at the beginning of the Air Return phase, choose a friendly Aircraft that has been destroyed and roll a die. On a 4 or higher, return the chosen Aircraft to play, based on the Land Airbase.

Daihatsu Transport — You may choose up to three Daihatsu Landing Craft to deploy from this unit, instead of deploying them normally. Undeployed Daihatsu units are considered out of play. At the beginning of each turn, you may deploy one in the same sector as this unit. If this unit is destroyed, victory points for its undeployed Daihatsu units are awarded to your opponent.

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KINAI MARU

SHIP — AUXILIARY 1941

SPEED — 1

ATTACKS	0	1	2	3
	3	—	—	—

ARMOR 1 VITAL ARMOR 4 HULL POINTS 2

Vital Cargo 8 — At the end of a turn, if this unit is adjacent to an island on your opponent's side of the map, you may remove it from the game and score 8 victory points. You can only remove one unit with Vital Cargo from the game per turn.

No Sea Control — This unit can't claim objectives.

56/64

IRO

SHIP — AUXILIARY 1941

SPEED — 1

ATTACKS	0	1	2	3
	3	2	2	—
	3	—	—	—

ARMOR 1 VITAL ARMOR 7 HULL POINTS 3

No Sea Control — This unit can't claim objectives.

Fleet Tanker — At the beginning of the Sea Movement phase, while this unit is not crippled, you may select one friendly Ship. That Ship gets +1 on Slow rolls this turn.

Highly Flammable — Whenever this unit takes damage from a Bomb attack, roll a die. On a 1, this unit takes one additional point of hull damage.

Torpedo Survivor — The first time a Torpedo attack would destroy this unit, this unit remains in play with 1 hull point instead of being destroyed.

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DAIHATSU LANDING CRAFT

SHIP — AUXILIARY 1941

SPEED — 1

ATTACKS	0	1	2	3
	2	—	—	—

ARMOR 1 VITAL ARMOR 1 HULL POINTS 1

No Sea Control — This unit can't claim objectives.

Shallow Draft — This unit can enter sectors that contain islands.

Stealthy — While in an island sector or in darkness, this unit has concealment. This unit gets +1 on each concealment roll.

Beach Landing 3 — Once per game, at the end of a turn, if this unit is in or adjacent to a coast or island sector on your opponent's side of the map, score 3 victory points. You can only score victory points from a Beach Landing ability once per turn.

32/40

H8KI TYPE 2 "EMILY"

AIRCRAFT — PATROL BOMBER 1941

SPEED — A

ATTACKS	0	1	2	3
	6	—	—	—
	3	—	—	—
	1	—	—	—

ARMOR 4 VITAL ARMOR 7 HULL POINTS 1

Loiter — Rearming counters aren't placed on this unit during the Air Return phase.

Defensive Armament — Whenever this unit is attacked by an enemy Fighter in the Air Defense phase, this unit gets +2 armor this turn.

Shadowing — At the beginning of your Air Attack phase, you may choose an enemy Ship within range 2. Your Aircraft roll one extra attack die when attacking that Ship this turn.

52/60

KI-67 "PEGGY"

AIRCRAFT — PATROL BOMBER 1944

SPEED — A

ATTACKS	0	1	2	3
	6	—	—	—
	2	—	—	—

ARMOR 5 VITAL ARMOR 8 HULL POINTS 1

Excellent Endurance — Once per game, at the beginning of the Air Mission phase, you may remove a Rearming counter from this unit.

Light Defensive Armament — Whenever an enemy Fighter attacks this unit during the Air Defense phase, this unit gets +1 armor this turn.

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G4M "BETTY" 6

AIRCRAFT — PATROL BOMBER 1941

SPEED — A

ATTACKS	0	1	2	3
	2			
	2			

ARMOR 4 VITAL ARMOR 6 HULL POINTS 1

Alternate Payload 6 — Once per game, this unit can make a 6-dice Bomb attack instead of a Torpedo attack during your Air Attack step.

53/64

G4M "BETTY" 6

AIRCRAFT — PATROL BOMBER 1941

SPEED — A

ATTACKS	0	1	2	3
	2			
	2			

ARMOR 4 VITAL ARMOR 6 HULL POINTS 1

Excellent Endurance — Once per game, at the beginning of the Air Mission phase, you may remove a Rearming counter from this unit.

5/8

D4Y1 "JUDY" 12

AIRCRAFT — DIVE BOMBER 1942

SPEED — A

ATTACKS	0	1	2	3
	9			

ARMOR 5 VITAL ARMOR 8 HULL POINTS 1

Press the Attack — Whenever this unit is aborted by a Ship's Antiair attack, you may roll a die. On a 1, destroy this unit. On a 4 or higher, this unit makes a Bomb attack during your Air Attack phase, hitting on a 6 or higher only.

51/60

D3A "VAL" 10

AIRCRAFT — DIVE BOMBER 1941

SPEED — A

ATTACKS	0	1	2	3
	8			

ARMOR 5 VITAL ARMOR 7 HULL POINTS 1

Press the Attack — Whenever this unit is aborted by a Ship's Antiair attack, you may roll a die. On a 1, destroy this unit. On a 4 or higher, this unit makes a Bomb attack during your Air Attack step but gets -1 on each attack die for that attack.

52/64

KI-51 "SONIA" 6

AIRCRAFT — DIVE BOMBER 1941

SPEED — A

ATTACKS	0	1	2	3
	6			
	2			

ARMOR 5 VITAL ARMOR 7 HULL POINTS 1

Land Based — This unit can't be based on a Carrier.

Coastal ASW Cover — This unit rolls one extra die when making ASW attacks against enemy Submarines that are adjacent to coastal or island sectors.

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A6M2 ZERO KAMIKAZE 3

AIRCRAFT — FIGHTER 1944

SPEED — A

ATTACKS	0	1	2	3
	9			

ARMOR 5 VITAL ARMOR 5 HULL POINTS 1

Uncertain Arrival — This unit begins the game with a rearming counter. At the start of each Air Return phase, roll a die. On a 4 or higher, remove the counter.

Land Based — This unit can't be based on a Carrier.

Overstack — Your land airbase can base up to 3 additional Kamikazes in addition to 5 Aircraft.

Suicide Attack — This unit is destroyed at the end of the Air Attack phase if it isn't at the land airbase.

49/60

B7A2 "GRACE" 15

AIRCRAFT — TORPEDO BOMBER 1944

SPEED — A

ATTACKS	0	1	2	3
	9			
	3			

ARMOR 5 VITAL ARMOR 9 HULL POINTS 1

Mission Selection — This unit counts as either a Dive Bomber or a Torpedo Bomber. (Choose the unit's role when you place it during the Air Mission phase.)

Advanced Bomber — Enemy fighters without Interceptor roll one fewer attack die against this unit.

Determined Attack — Whenever this unit is aborted by a Ship's Antiair attack, you may roll a die. On a 1, destroy this unit. On a 4 or higher, this unit can make either a Bomb attack or a Torpedo attack during the Air Attack phase. You get -1 on each attack die for that Bomb attack, or roll one less attack die for that Torpedo attack.

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B6N2 "JILL" 14

AIRCRAFT — TORPEDO BOMBER 1944

SPEED — A

ATTACKS	0	1	2	3
	3			
	3	1		

ARMOR 5 VITAL ARMOR 8 HULL POINTS 1

Harass from a Distance — This unit's Torpedo attack has range 1. When this unit makes a range-1 attack, it can't benefit from the Expert Torpedoes ability.

Kamikaze Attack — This unit can make a 10-dice Bomb attack instead of a Torpedo attack during your Air Attack phase. Destroy this unit after the attack.

35/40

B5N2 "KATE" 13

AIRCRAFT — TORPEDO BOMBER 1941

SPEED — A

ATTACKS	0	1	2	3
	2			
	3			

ARMOR 5 VITAL ARMOR 7 HULL POINTS 1

Alternate Payload 6 — Once per game, this unit can make a 6-dice Bomb attack instead of a Torpedo attack during your Air Attack step.

51/64



B5N2 TYPE 97 ATTACK BOMBER

11

AIRCRAFT — TORPEDO BOMBER 1941

SPEED — A

ATTACKS	0	1	2	3
	2			
	3			

ARMOR 5 VITAL ARMOR 7 HULL POINTS 1

Carrier Hunter — This unit rolls one extra attack die when making Torpedo attacks against Carriers.

Skilled Search — This unit gets +1 on each long-range search check.

27/40



A7M2 "SAM"

10

AIRCRAFT — FIGHTER 1945

SPEED — A

ATTACKS	0	1	2	3
	3			
	8			

ARMOR 7 VITAL ARMOR 9 HULL POINTS 1

Advanced Fighter — This unit rolls two extra dice when making Anti-air attacks against Fighters.

Loyal Defender — This unit rolls one extra die when making Anti-air attacks in the same sector as a damaged friendly Ship.

Escort — If this unit is in the same sector as a friendly Bomber, enemy Fighters get -1 on each attack die when making Anti-air attacks against that Bomber.

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ELITE A6M2 ZERO

8

AIRCRAFT — FIGHTER 1941

SPEED — A

ATTACKS	0	1	2	3
	2			
	7			

ARMOR 6 VITAL ARMOR 8 HULL POINTS 1

Escort — If this unit is in the same sector as a friendly Bomber, enemy Fighters get -1 on each attack die when making Anti-air attacks against that Bomber.

High Agility — Once per game, when an enemy Fighter rolls exactly 8 successes against this unit and would destroy it, abort this unit instead.

Ace — Once per game, this unit may reroll one Anti-air attack.

Excellent Endurance — Once per game, at the beginning of the Air Mission phase, you may remove a Rearming counter from this unit.

33/40



A6M2-N "RUFÉ"

8

AIRCRAFT — FIGHTER 1942

SPEED — A

ATTACKS	0	1	2	3
	2			
	6			

ARMOR 5 VITAL ARMOR 8 HULL POINTS 1

Sea Basing — This unit can base only in a coast or island sector on your side of the map. Don't place a Rearming counter on this unit during your Air Return step.

Night Specialist — While in darkness, this unit gets +1 on each search check and ignores darkness attack penalties.

Interceptor — If there are no enemy Fighters in the same sector as this unit, this unit rolls one extra attack die when making Anti-air attacks against enemy Bombers.

29/39



A6M5 "ZEKE"

7

AIRCRAFT — FIGHTER 1943

SPEED — A

ATTACKS	0	1	2	3
	2			
	7			

ARMOR 6 VITAL ARMOR 8 HULL POINTS 1

Advanced Fighter 1 — This unit rolls one extra die when making Anti-air attacks against Fighters.

Surprise — If it's the first turn of the game, this unit rolls one extra attack die when attacking.

Great Agility — When an enemy Fighter rolls exactly 8 successes against this unit and would destroy it, abort this unit instead.

33/40



A6M2 "ZEKE"

6

AIRCRAFT — FIGHTER 1941

SPEED — A

ATTACKS	0	1	2	3
	2			
	7			

ARMOR 6 VITAL ARMOR 8 HULL POINTS 1

Combat Air Patrol — At the end of the Air Mission phase, if this unit is in a sector that contains a friendly Carrier and no enemy Aircraft, you may move this unit to a sector within range 2 that contains an enemy Aircraft.

Escort — If this unit is in the same sector as a friendly Bomber, enemy Fighters get -1 on each attack die when making Anti-air attacks against that Bomber.

Surprise — If it's the first turn of the game, this unit rolls one extra attack die when attacking.

49/64



NIKI-J "GEORGE"

11

AIRCRAFT — FIGHTER 1944

SPEED — A

ATTACKS	0	1	2	3
	3			
	9			

ARMOR 7 VITAL ARMOR 9 HULL POINTS 1

Advanced Fighter — This unit rolls two extra attack dice when making Anti-air attacks against Fighters.

Land Fighter — This unit can't be based on a Carrier, and it can't benefit from the Expert Dogfighter bonus.

Escort — If this unit is in the same sector as a friendly Bomber, enemy Fighters get -1 on each attack die when making Anti-air attacks against that Bomber.

39/40

ROMANIA


NMS REGINA MARIA
 SHIP — DESTROYER 1940
 SPEED — 2

7

ATTACKS	0	1	2	3
	5	4	4	—
	5	—	—	—
	4	—	—	—
	2	2	—	—

ARMOR 2 VITAL ARMOR 6 HULL POINTS 2



Coastal Tactics – This unit has concealment against attacks at range-1 or greater if it is adjacent to a coast or island sector.

Convoy Screen – If this unit is in the same or an adjacent sector as a friendly Auxiliary unit, this unit rolls one extra attack die when making Anti-air attacks for this turn.

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NMS MARASESTI
 SHIP — DESTROYER 1940

6

ATTACKS	0	1	2	3
	4	4	3	—
	4	—	—	—
	4	—	—	—
	2	1	—	—

ARMOR 2 VITAL ARMOR 6 HULL POINTS 2



Sub Hunter – At the end of the second player's Sea Movement step, you may place this unit in an adjacent sector that contains an enemy Submarine.

Convoy Close Escort – The sector this unit is in can contain one friendly Ship above the stacking limit if one of those Ships is an Auxiliary.

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NMS DELFINUL
 SUBMARINE 1940
 SPEED — 1

8

ATTACKS	0	1	2	3
	2	1	1	—

ARMOR 3 VITAL ARMOR 5 HULL POINTS 1



Submerged Shot – This unit can make Torpedo attacks against local enemy Submarines.

Submarine Picket – The first time this unit begins a turn within range 3 of an enemy Ship, you get +1 initiative that turn.

Slip Away – The first time an enemy ASW attack scores exactly 3 successes against this unit, you may roll a die. On a 4 or higher, the attack has no effect.

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65/72


IAR 80A
 AIRCRAFT — FIGHTER 1941
 SPEED — A

5

ATTACKS	0	1	2	3
	2	—	—	—
	7	—	—	—

ARMOR 5 VITAL ARMOR 8 HULL POINTS 1



Land Fighter – This unit can't be based on a Carrier, and it can't benefit from the Expert Dogfighter bonus.

Escort – If this unit is in the same sector as a friendly Bomber, enemy Fighters get -1 on each attack die when making Anti-air attacks against that Bomber.

Convoy Guardian – While this unit is in the same sector as a friendly Auxiliary, it rolls one extra attack die when making Anti-air attacks.

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HTMS DHONBURI

SHIP — CRUISER 1941

SPEED — 1

ATTACKS	0	1	2	3
M	7	7	6	5
	4	—	—	—

ARMOR 3 VITAL ARMOR 7 HULL POINTS 2

Tiny Target — This unit is immune to Gunnery attacks at range-4 or greater.

Stalwart — This unit can make Gunnery attacks with no penalties when crippled.

Coastal Deployment — This unit may deploy adjacent to a coast or island sector on your side of the map. If you do, this unit can't claim an objective on turn 1 or 2.

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HTMS TACHIN

SHIP — DESTROYER 1941

SPEED — 1

ATTACKS	0	1	2	3
M	4	4	3	—
	3	—	—	—
	3	—	—	—
	2	1	—	—

ARMOR 2 VITAL ARMOR 5 HULL POINTS 2

Coastal Deployment — This unit may deploy adjacent to a coast or island sector on your side of the map. If you do, this unit can't claim an objective on turn 1 or 2.

Sweep Mines — Instead of attacking during your Surface Attack step, this unit can attempt to sweep mines in its sector. If it does, roll a die. On a 3 or higher, remove a mine counter from the sector.

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HTMS CHONBURI

SHIP — DESTROYER 1941

SPEED — 2

ATTACKS	0	1	2	3
M	2	2	—	—
	4	—	—	—
	2	1	1	—

ARMOR 1 VITAL ARMOR 4 HULL POINTS 1

Coastal Tactics — This unit has concealment against attacks at range-1 or greater if it is adjacent to a coast or island sector.

Coastal Deployment — This unit may deploy adjacent to a coast or island sector on your side of the map. If you do, this unit can't claim an objective on turn 1 or 2.

Quick Draw — If it's the first turn of the game, this unit rolls one extra attack die when making Anti-air attacks.

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HTMS SINSAMUDAR

SUBMARINE 1941

SPEED — 1

ATTACKS	0	1	2	3
T	2	1	1	—

ARMOR 2 VITAL ARMOR 4 HULL POINTS 1

Submerged Shot — This unit can make Torpedo attacks against local enemy Submarines.

Coastal Operations — When this unit is adjacent to a coast or island sector, it gets +1 Armor.

Coastal Cruise — This unit may deploy in any sector on the map adjacent to a coast or island sector. If this unit deploys on the opponent's side of the map, it can't attack on turn 1.

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SWEDEN

HMS GUSTAV V

SHIP — BATTLESHIP 1939

SPEED — 2

ATTACKS	0	1	2	3
M	10	9	8	7
G	7	6	5	5
A	5	—	—	—
T	1	—	—	—

ARMOR 6 VITAL ARMOR 9 HULL POINTS 3

Slow 1 — At the beginning of your Sea Movement phase, roll a die. On a 1 or less, this unit has -1 speed this turn.

Extended Range 4 — While undamaged, this unit can make Main Gunnery attacks at range 4 using its range -3 attack value.

Coastal Tactics — This unit has concealment against attacks at range-1 or greater if it is adjacent to a coast or island sector.

39/39 ★

HMS GOTLAND

SHIP — CRUISER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	7	6	6	5
G	7	—	—	—
A	2	2	—	—

ARMOR 3 VITAL ARMOR 8 HULL POINTS 3

Scout Cruiser — At the beginning of your Air Attack step, you may choose an enemy Ship. Roll one extra attack die when making Bomb or Gunnery attacks against that Ship this turn.

Mines — Once per game, instead of making an attack in the Surface Attack phase, this unit can mine its sector. Place a marker on that sector. Whenever a Ship enters the mined sector, roll a die. On a 1, the Ship takes 1 point of hull damage. On a 2, the Ship takes 2 points of hull damage. Torpedo Defense works against this damage.

38/39 ♦

HMS GÖTEBORG

SHIP — DESTROYER 1939

SPEED — 2

ATTACKS	0	1	2	3
M	3	3	2	—
G	4	—	—	—
A	4	—	—	—
T	2	2	—	—

ARMOR 1 VITAL ARMOR 5 HULL POINTS 2

High-Speed Run — Once per game, at the beginning of your Sea Movement phase, you can give this unit +1 speed for the turn. You can't claim an objective the turn you use this ability.

Bad Weather Fighter — Whenever you make a concealment roll for this unit, add +1 to the roll.

37/39 ●

INSTALLATIONS

HEAVY SHORE BATTERY

INSTALLATION 1939

SPEED — 0

ATTACKS	0	1	2	3
M	12	11	10	9
G	5	4	4	3
A	5	—	—	—

ARMOR 6 VITAL ARMOR 16 HULL POINTS 5

Installation 12 — This unit can be attacked only with Bomb or Gunnery attacks. Enemy Ships with a Landing ability that are in or adjacent to this unit's sector can invade this unit. If they invade, roll two dice at the end of the turn and add the Landing values of all adjacent enemy Ships to the roll. On a total of 12 or higher, this unit is destroyed.

Extended Range 4 — While undamaged, this unit can make range-4 Main Gunnery attacks using its range-3 attack value.

Coastal Facility — This unit deploys in a coast or island sector on your side of the map. If you have none, it deploys within three sectors of your side of the map. If you deploy it in a coast or island sector, line of sight to and from this unit isn't blocked by that coast or island.

40/40 ★

FORWARD AIRSTRIP

INSTALLATION 1939

SPEED — 0

ATTACKS	0	1	2	3
M	5	—	—	—

ARMOR 3 VITAL ARMOR 12 HULL POINTS 3

Airstrip — This unit counts as a Carrier to your Aircraft. Special Abilities can't prevent Aircraft from basing on this unit.

Extra Ordnance — Once per turn during the Air Mission phase, you may choose a friendly Fighter. That Fighter can make a 5-dice Gunnery attack during the Air Attack phase.

Coastal Facility — This unit deploys in a coast or island sector on your side of the map. If you have none, it deploys within three sectors of your side of the map. If you deploy it in a coast or island sector, line of sight to and from this unit isn't blocked by that coast or island.

Installation 10 — This unit can be attacked only with Bomb or Gunnery attacks. Enemy Ships with a Landing ability that are in or adjacent to this unit's sector can invade this unit. If they invade, roll two dice at the end of the turn and add the Landing values of all adjacent enemy Ships to the roll. On a total of 10 or higher, this unit is destroyed.

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ADVANCE NAVAL BASE

INSTALLATION 1939

SPEED — 0

ATTACKS	0	1	2	3
M	4	4	3	—
G	5	4	—	—

ARMOR 4 VITAL ARMOR 8 HULL POINTS 3

Installation 10 — This unit can be attacked only with Bomb or Gunnery attacks. Enemy Ships with a Landing ability that are in or adjacent to this unit's sector can invade this unit. If they invade, roll two dice at the end of the turn and add the Landing values of all adjacent enemy Ships to the roll. On a total of 10 or higher, this unit is destroyed.

Coastal Facility — This unit deploys in a coast or island sector on your side of the map. If you have none, it deploys within three sectors of your side of the map. If you deploy it in a coast or island sector, line of sight to and from this isn't blocked by that coast or island.

Heavy Antiair — This unit's Antiair attack has range 1.

Small Port — Up to 2 ships with vital armor 5 or less may deploy in this unit's sector but must move out of the sector on the first turn. Ships deployed this way can't claim an objective on turn 1 or 2.

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